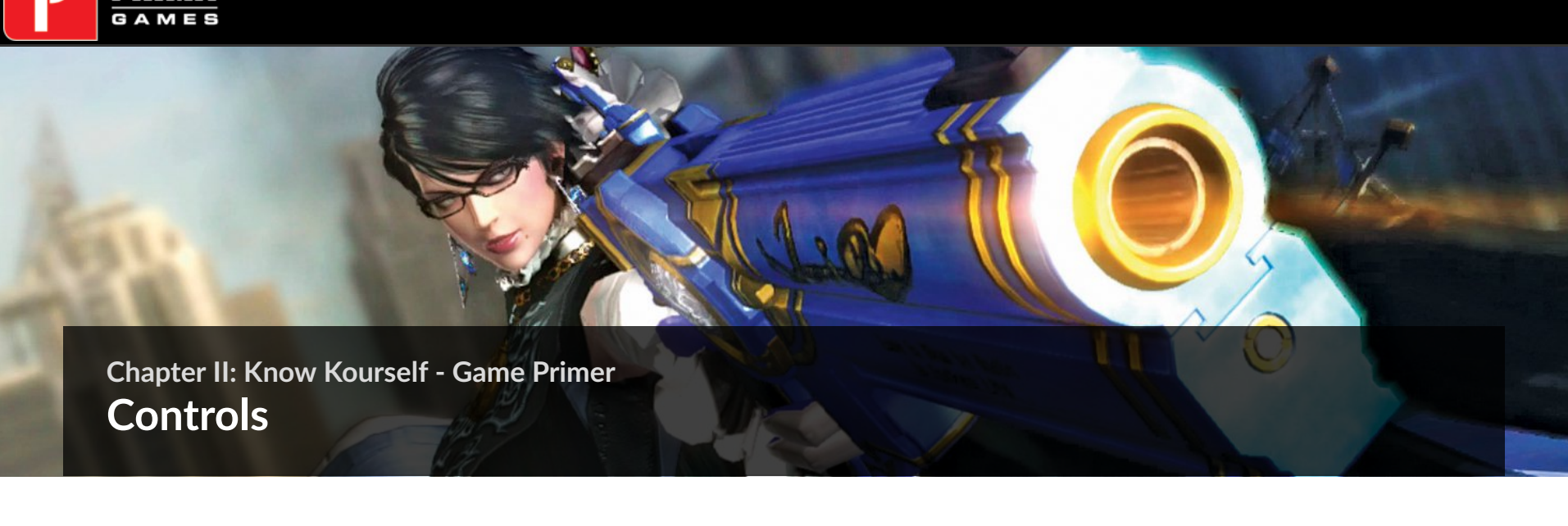
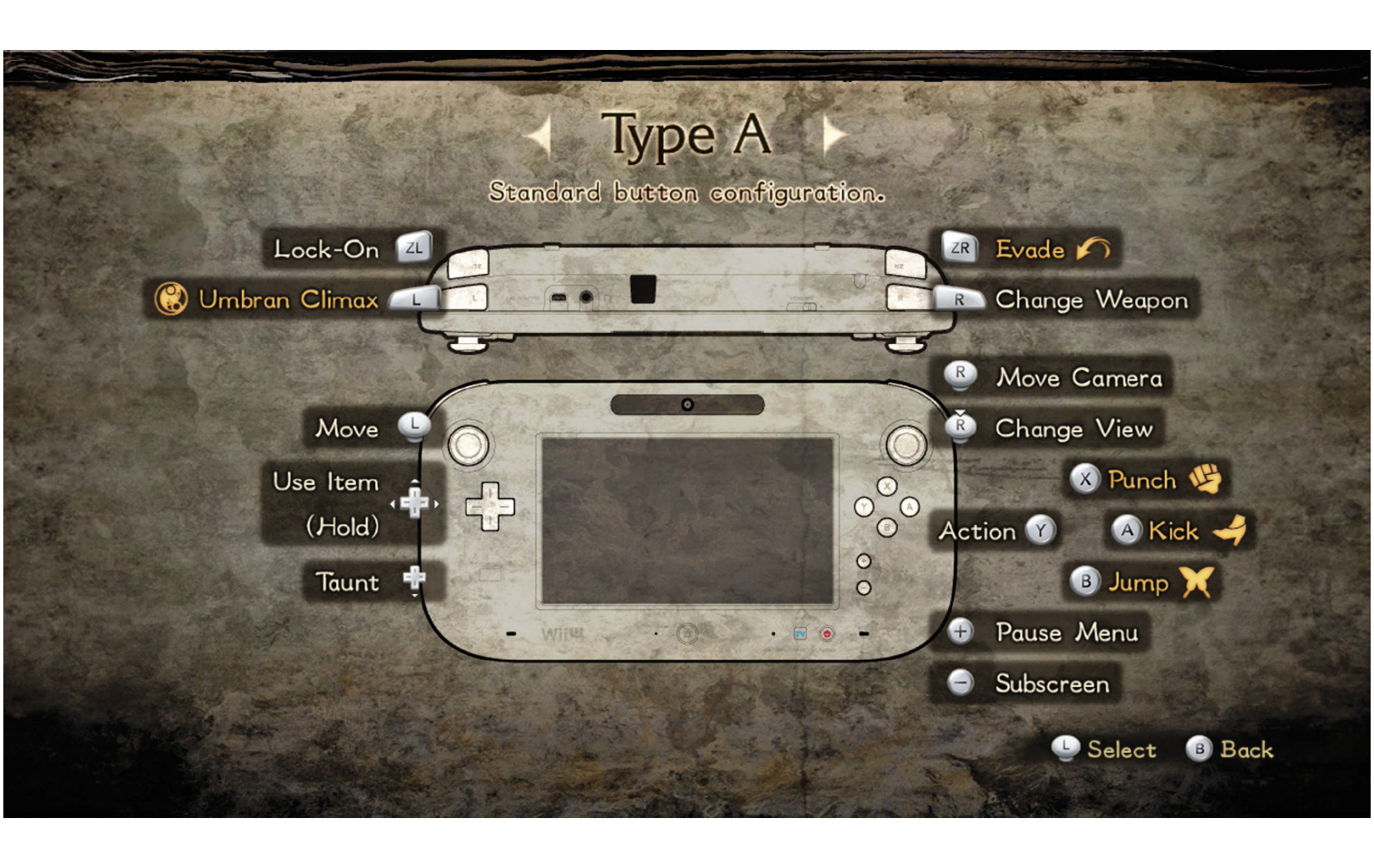


Chapter II: Know Kourself - Game Primer

Controls

Taking on the forces of Paradiso and Inferno is no small task! Fortunately, players have ample options to tip the odds in Bayonetta's favor. Learn these options inside and out so you can adapt to any situation *Bayonetta 2* offers.


Type A
Standard button configuration.
Lock-On ZL
Umbran Climax L
Move
Use Item (Hold)
Taunt
ZR Evade
R Change Weapon
Move Camera
Change View
X Punch
Action Y
A Kick
B Jump
Pause Menu
Subscreen
Select
B Back

BUTTON CONTROLS

Note

The Wii U Pro Controller, Wii Classic Controller, and Wii Classic Controller Pro are also supported.

MOVE

Nudge the Left Analog Stick to make Bayonetta walk, and move the stick all the way to make her run. Through the course of the game, you will usually be running, though walking is a good idea when you wish to remain cautious.

Verse 1
12667658
Combo Points
×2.05
0659
Torture Attack

USE ITEM

Myriad restorative and enhancing items appear throughout the game to help Bayonetta through her quest. You can equip three of these at any time to the + Control Pad for quick deployment. To use an equipped item, hold the + Control Pad in the Left, Right or Up directions.

TAUNT

Pressing the Taunt button causes Bayonetta to taunt, angering enemies.

MOVE CAMERA

Move the camera in all directions with the Right Analog Stick to give Bayonetta a be tter view of the battlefield and terrain. You'll never know where that next platform may be—or if an enemy's sneaking up behind you—if you don't look around!

CHANGE VIEW

Press the Change View button to reset the camera wherever Bayonetta is facing. This is good for when you want to get your bearings.

Verse 1
12667128
Combo Points
×1.00
0000
15

PUNCH AND KICK

These buttons are self-explanatory, but if you press Punch and Kick in certain sequences, you can perform dozens of combination attacks!

JUMP

Press the Jump button once to jump, and twice to double jump. Hold the Jump button while in midair to float slowly and gracefully back to terra firma.

Verse 1
12667358
Combo Points
×1.30
0278

EVADE/DODGE

Press the Evade button to have Bayonetta dodge enemy attacks. This is an integral part of her combat arsenal.

Verse 1
12667838
Combo Points
×2.80
0780

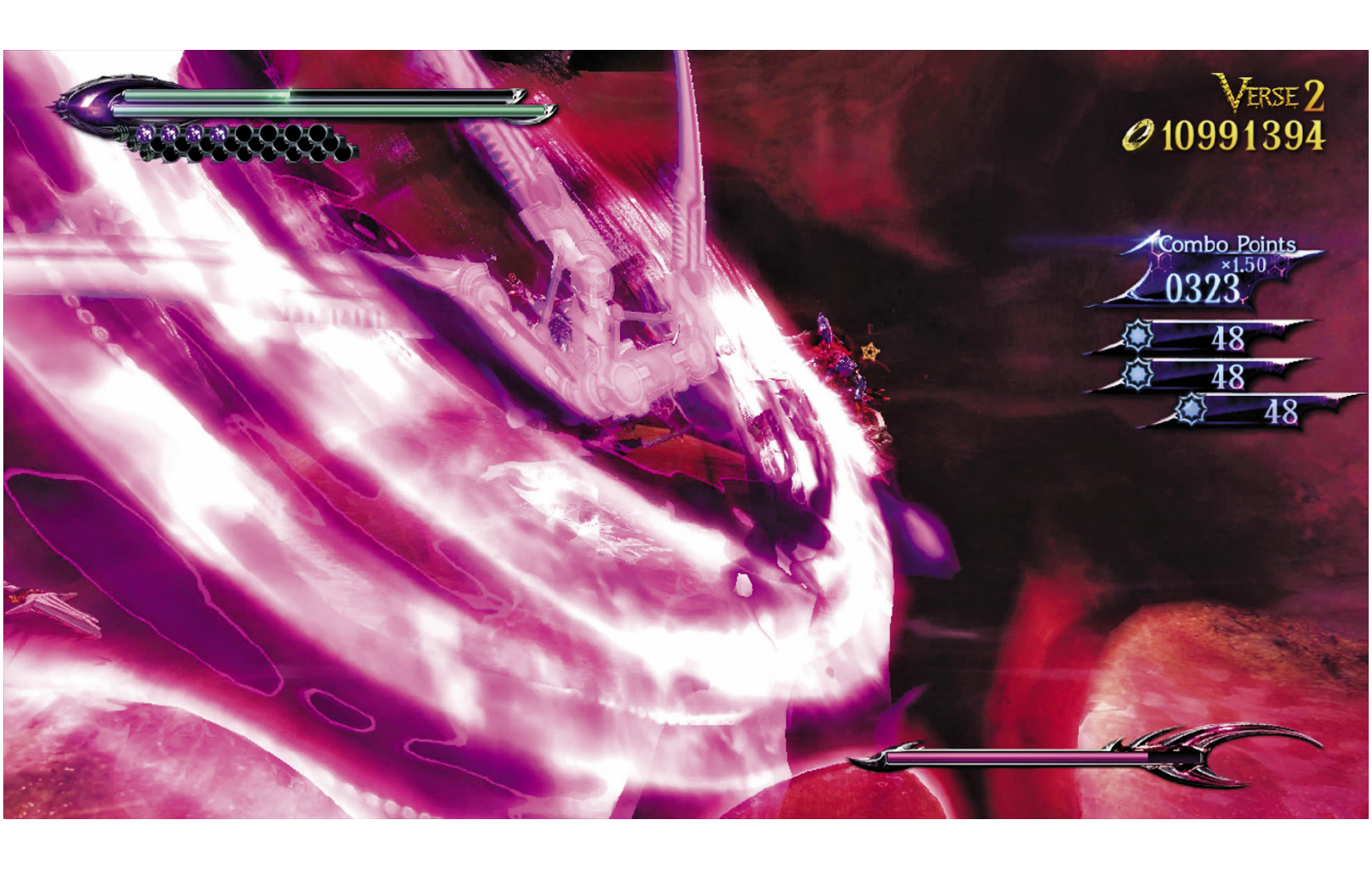
CHANGE WEAPON

Bayonetta can equip two sets of weapons at a time. Press the Change Weapon button to switch pairs.

Verse 1
12667228
Combo Points
×1.15
0232

LOCK-ON

Hold the Lock-On button to target an enemy, causing Bayonetta's attacks to target that enemy until it is defeated, or until another enemy is targeted instead.


Verse 2
10991394
Combo Points
×1.50
0323

UMBRAN CLIMAX

Press this button to activate the awesome Umbran Climax ability, causing Bayonetta to fight at the peak of her powers!

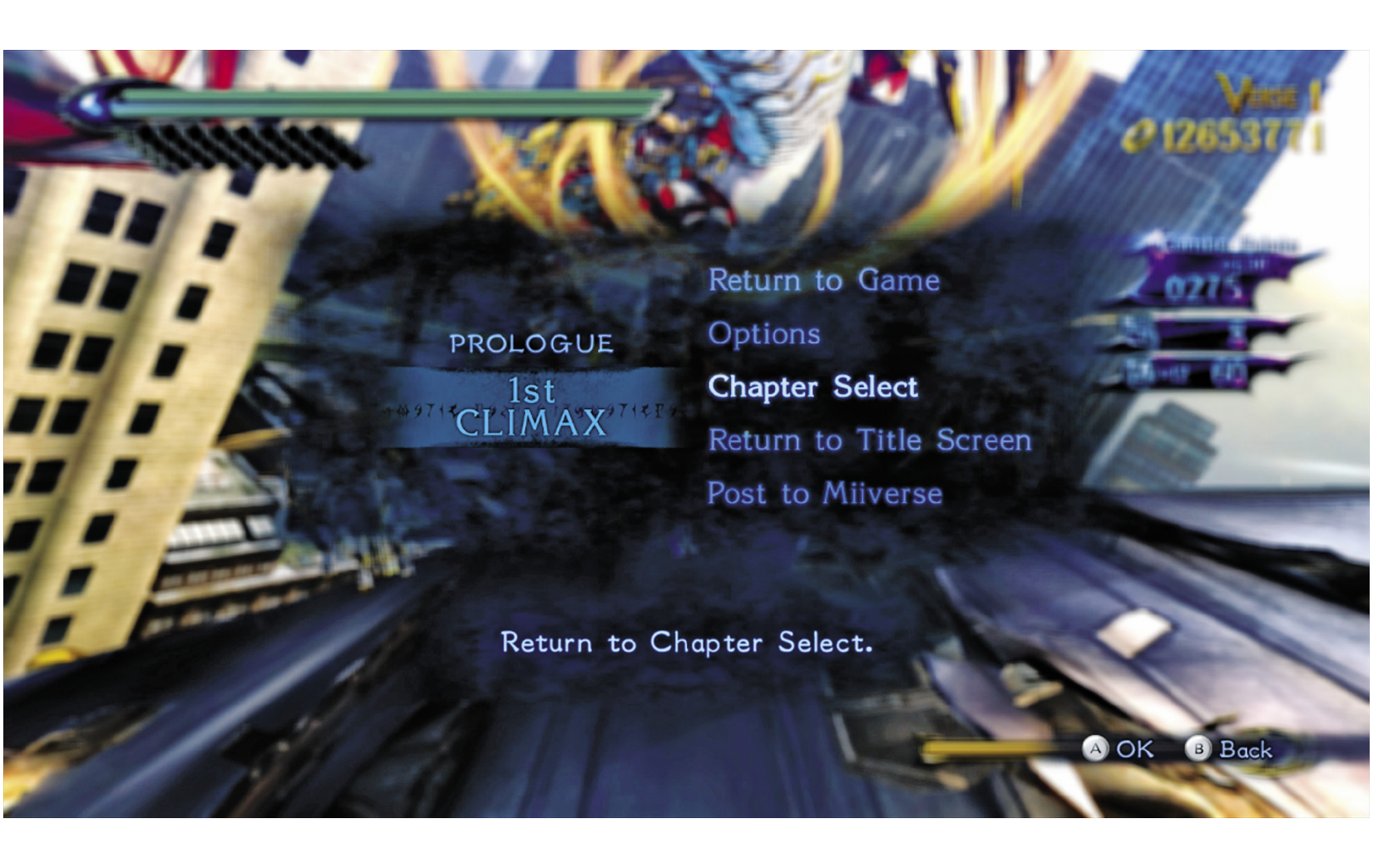
Tip

Are you veteran of the original Bayonetta? Use Control Type B, which builds off of the controls for that game. Trust us, it'll fit like a glove.

Verse 1
12651597
Open

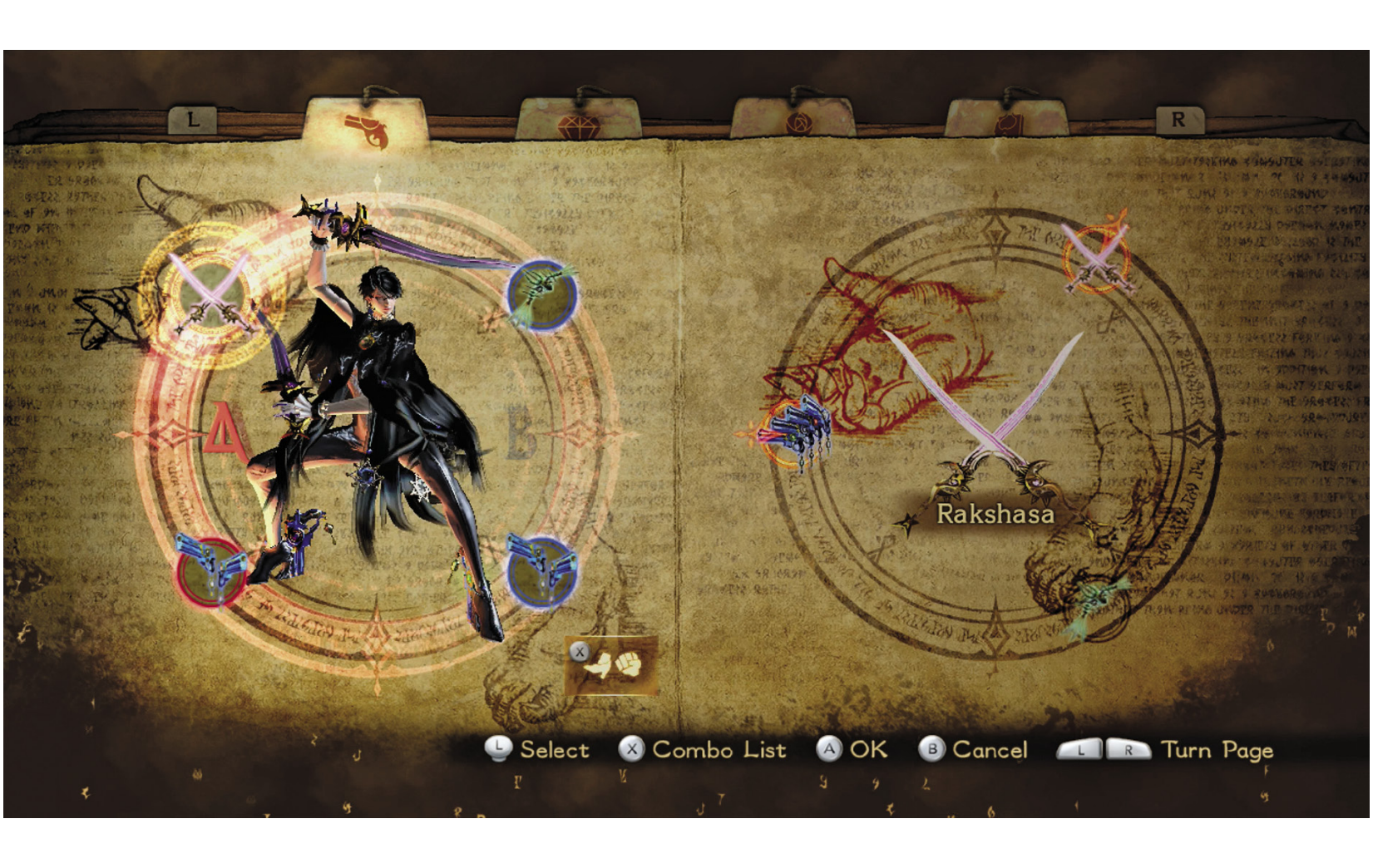
ACTION

Use this button to fire Bayonetta's standard gun attack, or to interact with any item in the game that can be interacted with.


PROLOGUE
1st CLIMAX
Return to Game
Options
Chapter Select
Return to Title Screen
Post to Miiverse
Return to Chapter Select.
OK
Back

PAUSE

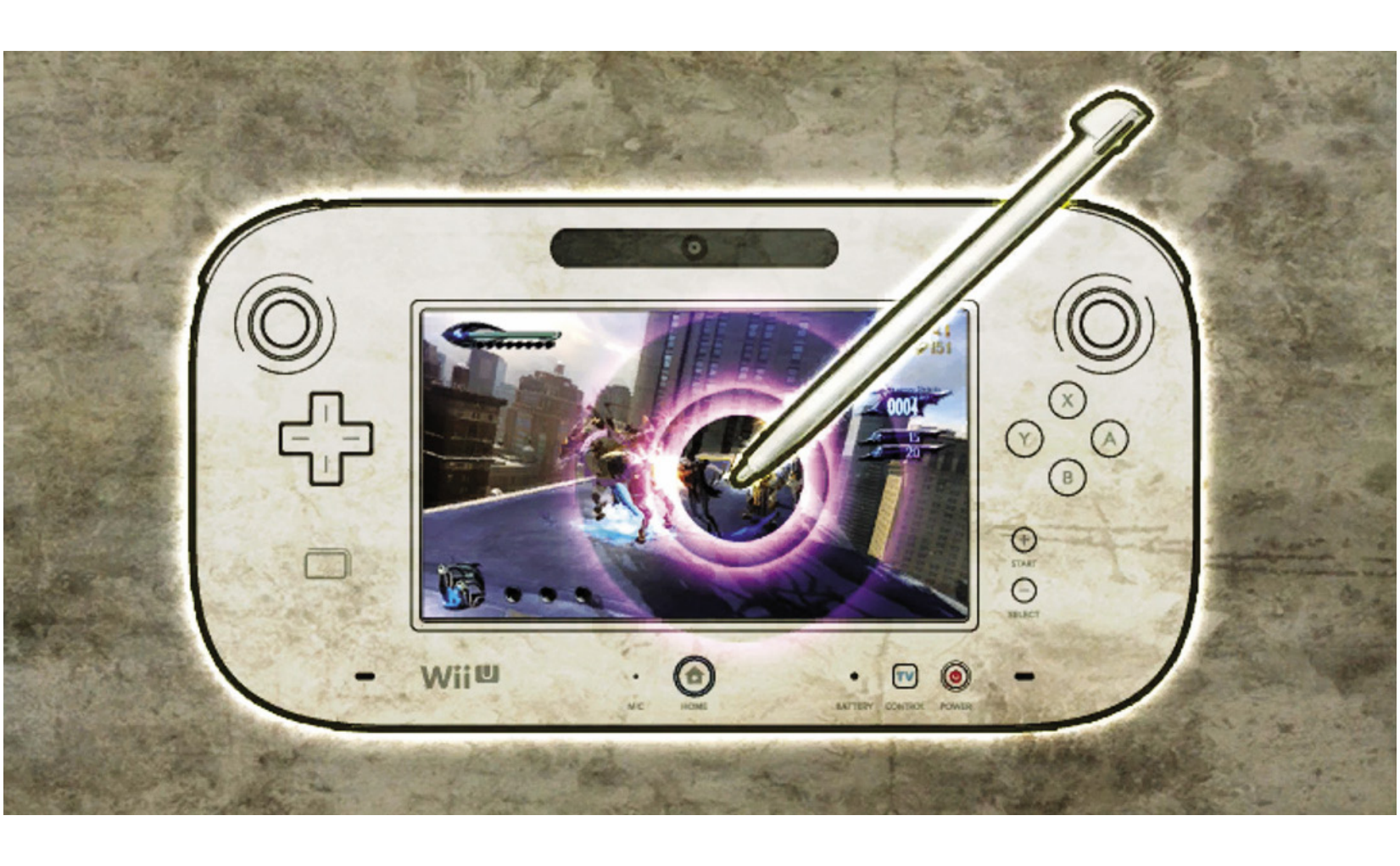
This button pauses the game, allowing for a variety of options, such as exiting gameplay or accessing game options.


L
R
Rakshasa
Select
Combo List
OK
Cancel
Turn Page

SUBSCREEN

Choose this button to open the Subscreen, which allows Bayonetta to manage her weapons, items, and collectibles.

YOU WANT TO TOUCH ME?



Touch Controls are an all-new way to play *Bayonetta!* Through the use of intuitive stylus taps, holds, and swipes on the touch screen of the Wii U GamePad, anyone can be stylish!

The HUD changes when using Touch Controls; some elements such as equipped Items are now permanently displayed whereas they wouldn't be when using Button Controls.

MOVEMENT

Tap and hold a direction with the stylus to move in a specified direction.

JUMPING

Double tap with the stylus to jump once, then tap again to double jump. To slowly float back to the ground, repeatedly tap with the stylus or hold the stylus to the touch screen while in mid-air.

Verse 2
12649874
Combo Points
×2.05
0586

ATTACKS

Tap the enemy you wish to attack, and Bayonetta will do so. An attack timer (denoted by a circle) appears around the attacked enemy. Continue tapping the enemy to make Bayonetta combo it until the timer runs out.

Verse 2
12649874
Combo Points
×1.15
0206

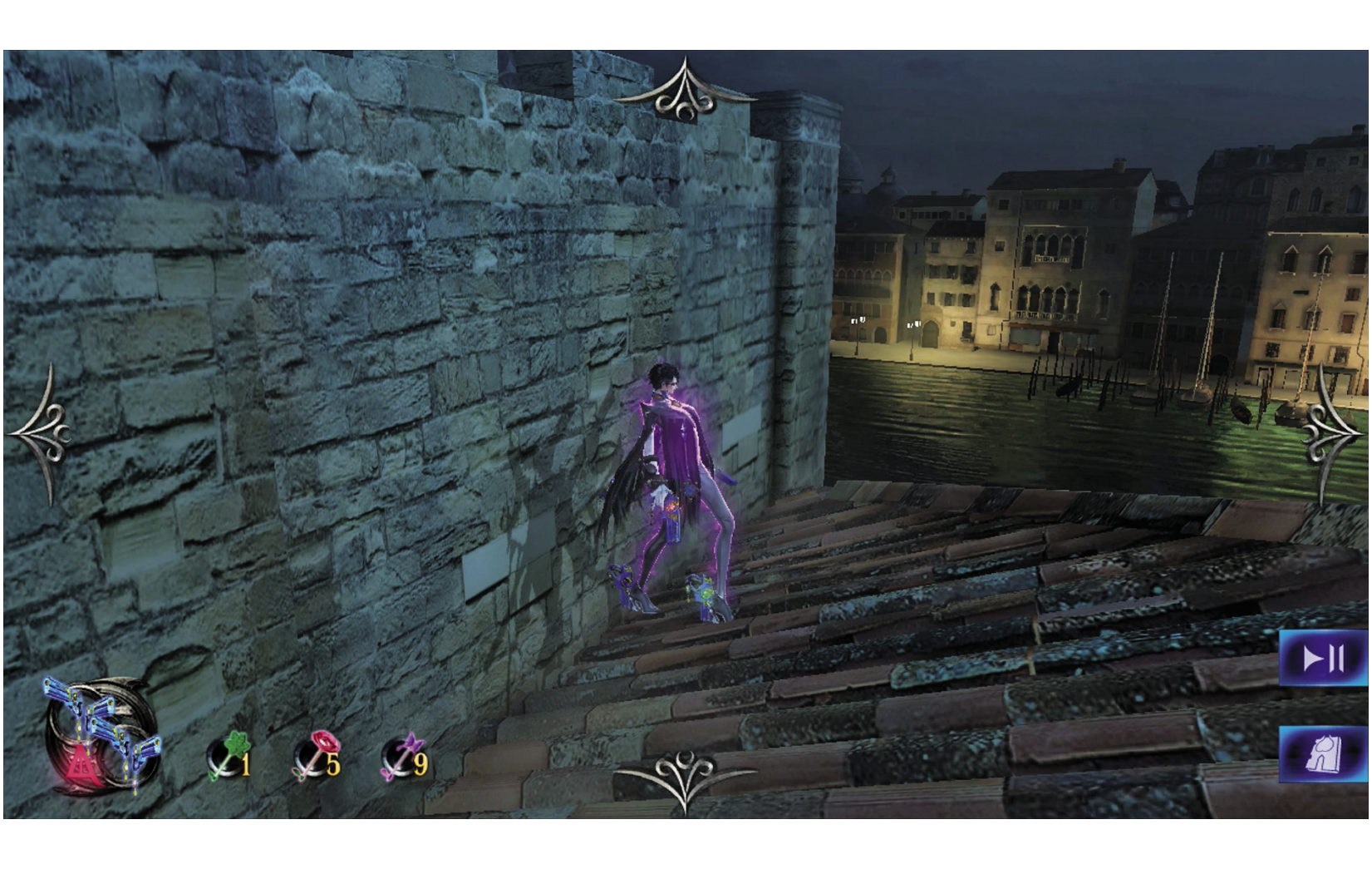
EVADE

Swipe in any direction with the stylus to dodge in that direction.

Verse 2
12649874
Combo Points
×1.15
0215

SHOOTING

If you have a gun weapon equipped, hold the stylus to the enemy to make Bayonetta shoot it with the guns.



ITEMS

Your equipped items are permanently displayed onscreen. Tap and hold them to use.

WEAPON SWITCHING

Your equipped weapons are permanently displayed onscreen. Tap your weapons to switch between them.

CAMERA CONTROL

Tap the edges of the touch screen to display arrows, which can then be tapped to manipulate the camera.

PAUSE MENU

Tap the edge of touch screen to display the Pause Menu icon.

SUBMENU

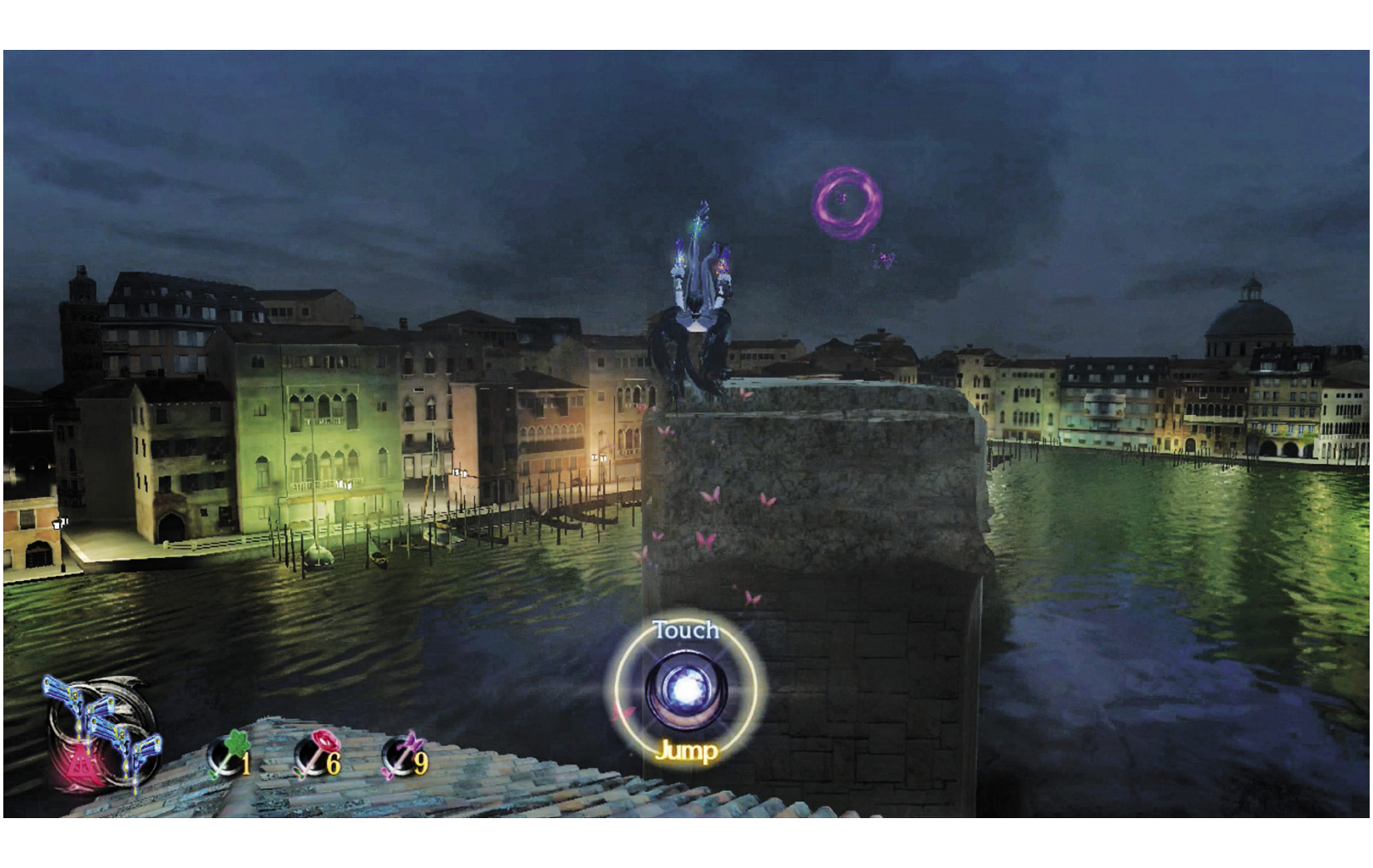
Tap the edge of touch screen to display the Submenu icon.

ANIMAL FORMS

To change into an animal form (Panther Within, Snake Within, Crow Within), slide the stylus quickly, then hold it to the touch screen.

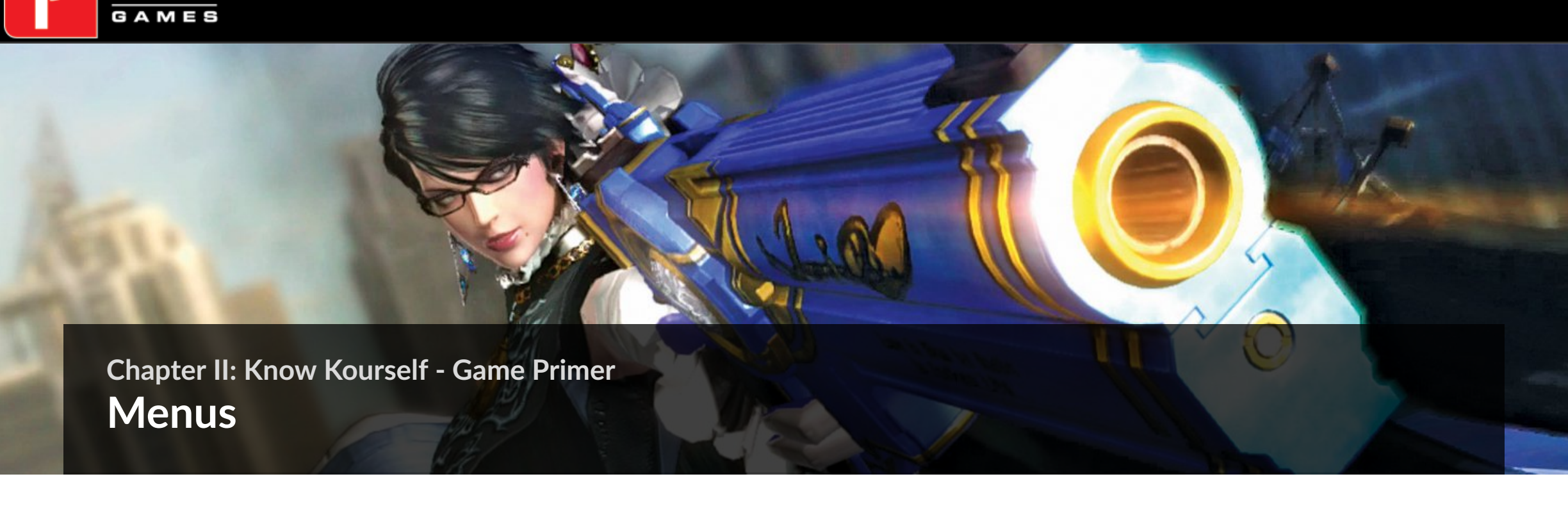
Tip

Equip the Immortal Marionette accessory, which automates attacks and dodges, to make Touch Controls even more effortless! Obtain the Immortal Marionette by playing—or beating—the 1st Climax difficulty.



PROMPTS

Context-sensitive prompts show up on the screen's bottom center. Tap the prompt to perform a variety of actions, such as Umbran Climaxes, Wicked Weaves, Torture Attacks, Infernal Demon Summons, Interacting with objects, or making extremely long jumps.

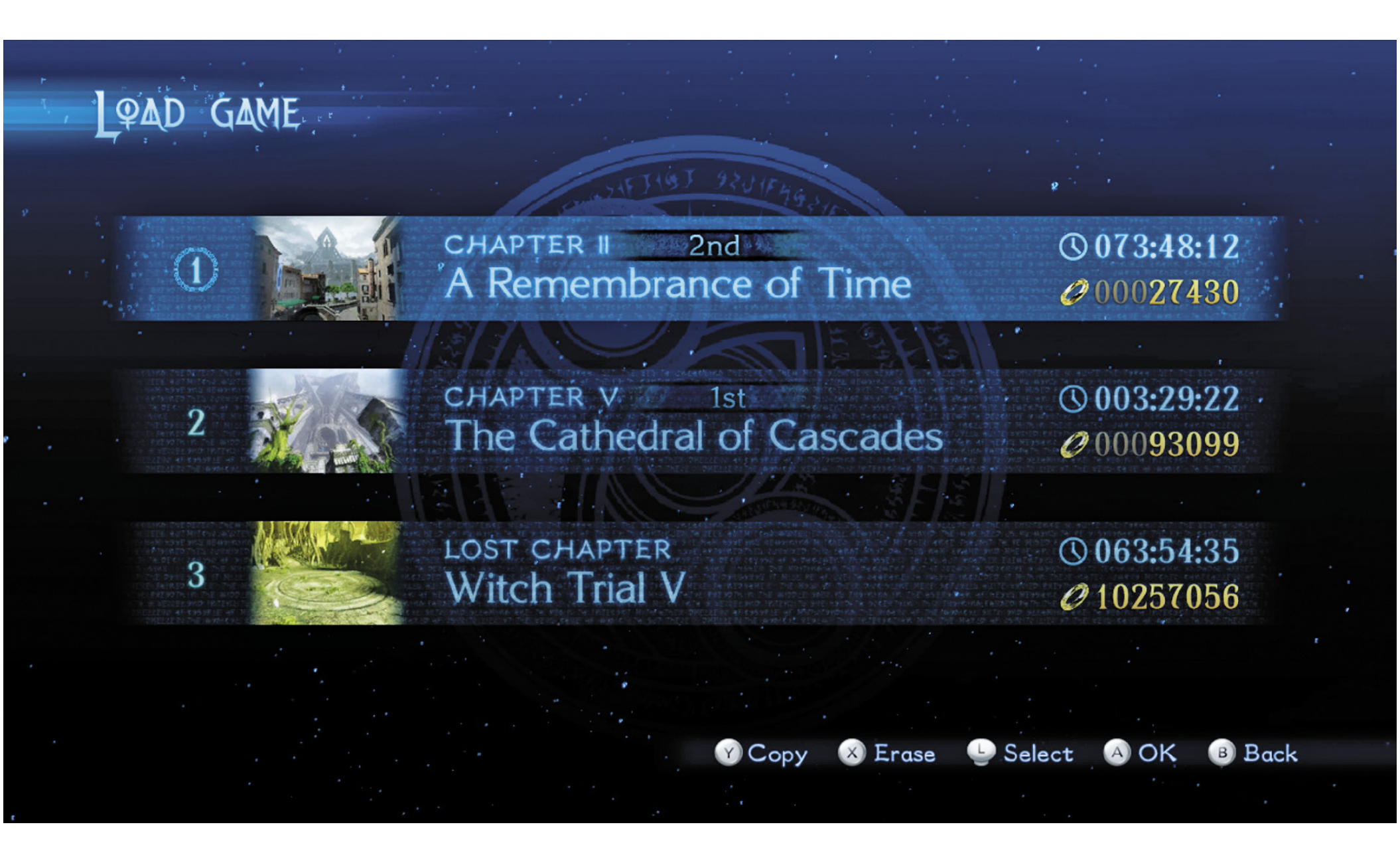


Chapter II: Know Kourself - Game Primer

Menus

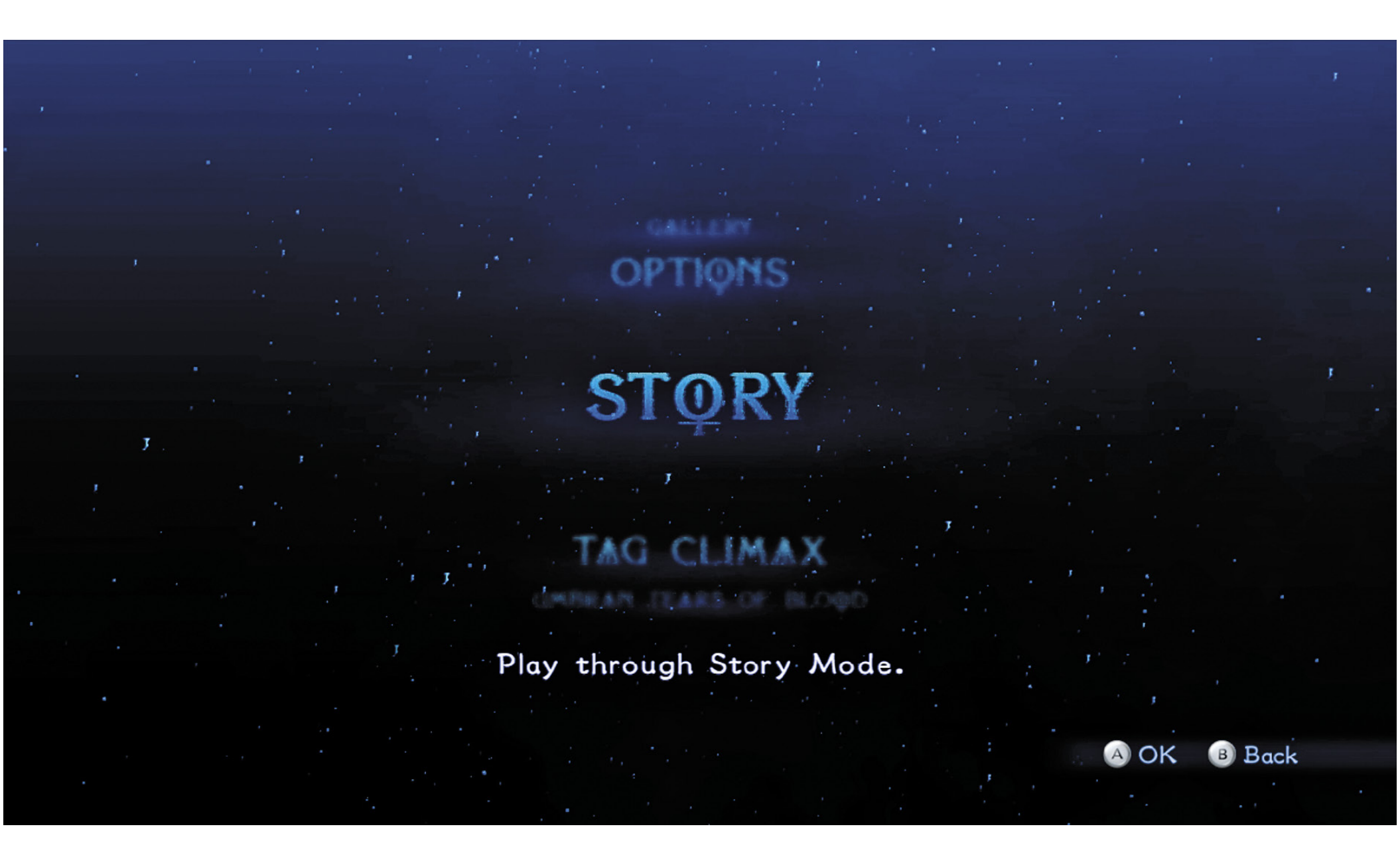
Bayonetta 2 sports many different types of menus, giving players complete control over how they play the game. If something is giving you trouble, or you want to spice up the way you play, odds are there's a menu option for it!

GAME LOAD MENU


LOAD GAME
1
CHAPTER II 2nd
A Remembrance of Time
073:48:12
00027430
2
CHAPTER V 1st
The Cathedral of Cascades
003:29:22
00093099
3
LOST CHAPTER
Witch Trial V
063:54:35
10257056
Copy
Erase
Select
OK
Back

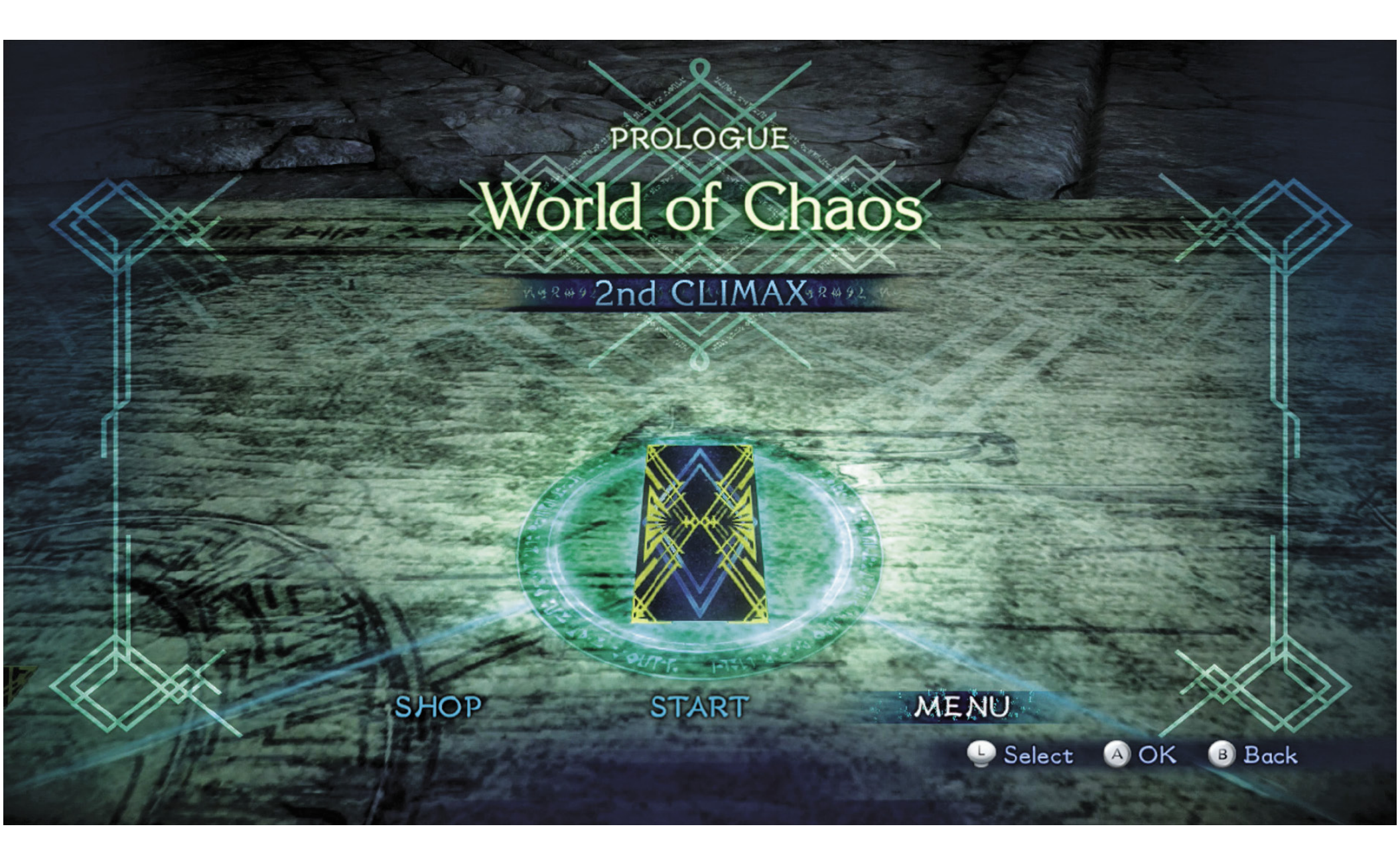
This screen allows players to create, load, copy, or delete saved games. Choose from three save slots.

MAIN MENU


GALLERY
OPTIONS
STORY
TAG CLIMAX
UMBRAN TEARS OF BLOOD
OK
Back

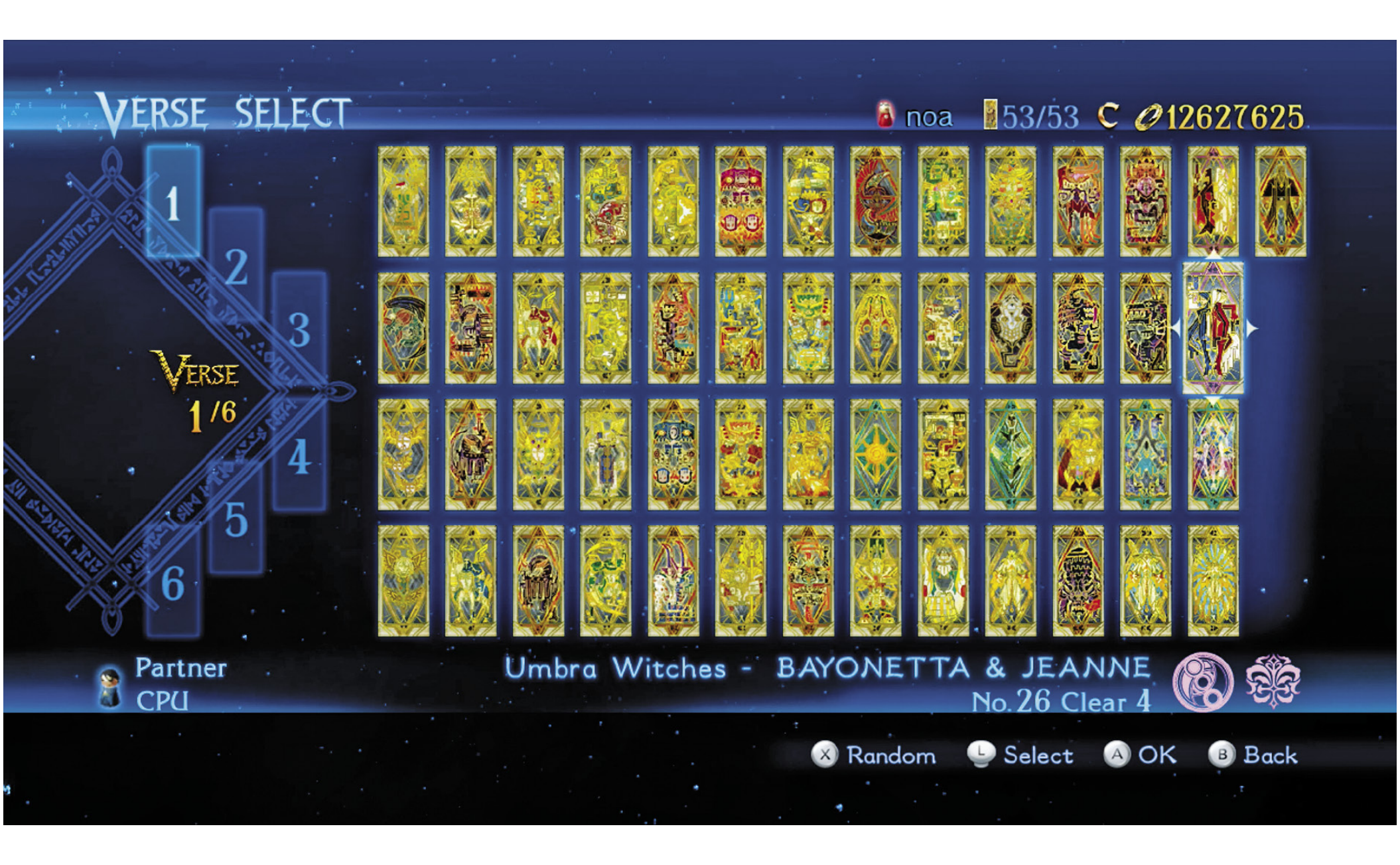
Play through Story Mode.

Creating or loading a saved game takes players to the Main menu.


PROLOGUE
World of Chaos
2nd CLIMAX
SHOP
START
MENU
Select
OK
Back

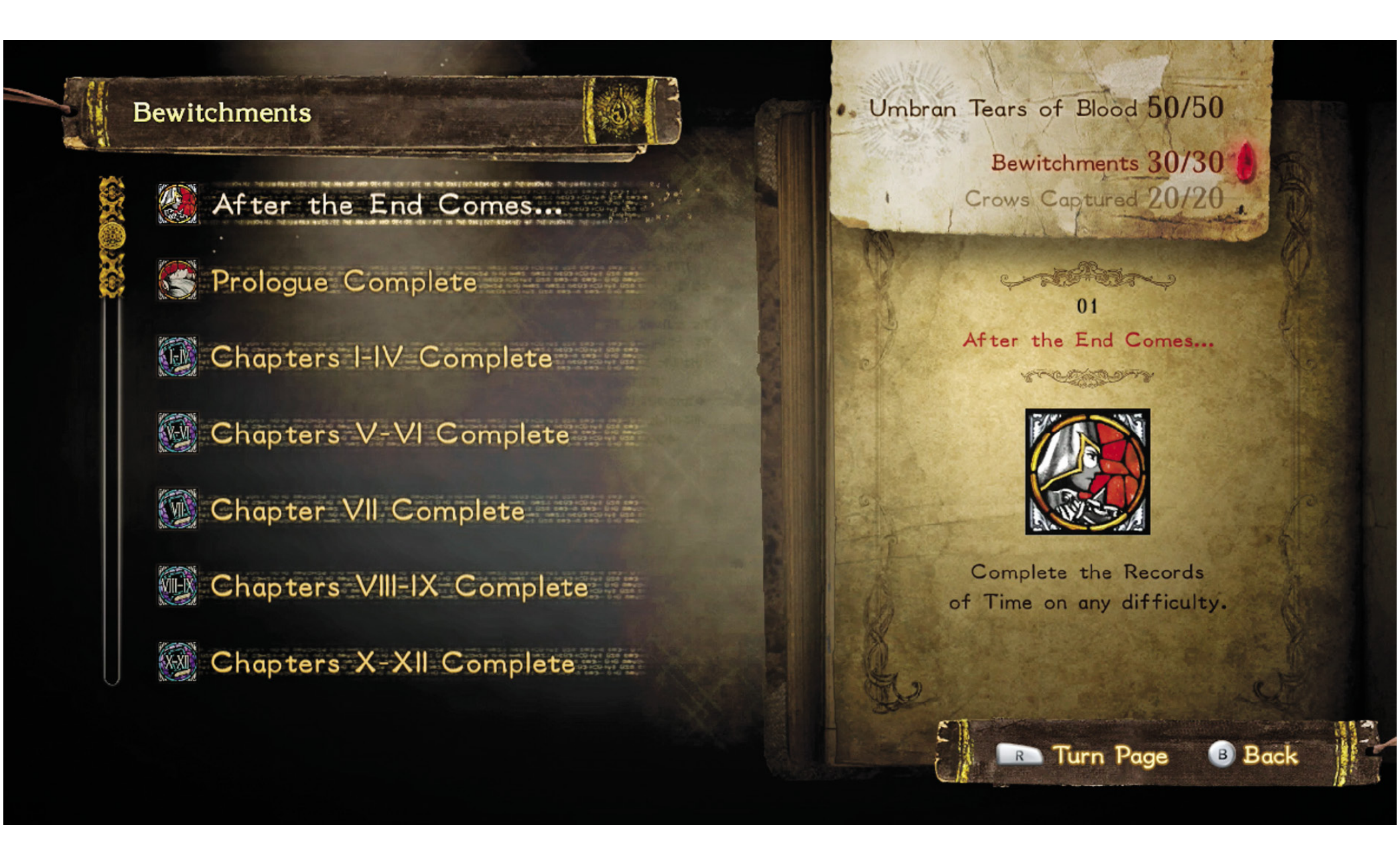
STORY

Begin or continue *Bayonetta* 2's Story mode. Players starting a new game are taken to the Records of Time stage. If continuing a game in progress, players can Continue from the last in-game checkpoint, or go to the Chapter Select menu.


VERSE SELECT
noa
53/53
12627625
1
2
3
4
5
6
VERSE
1/6
Partner
CPU
Umbra Witches - BAYONETTA & JEANNE
No. 26 Clear 4
Random
Select
OK
Back

TAG CLIMAX

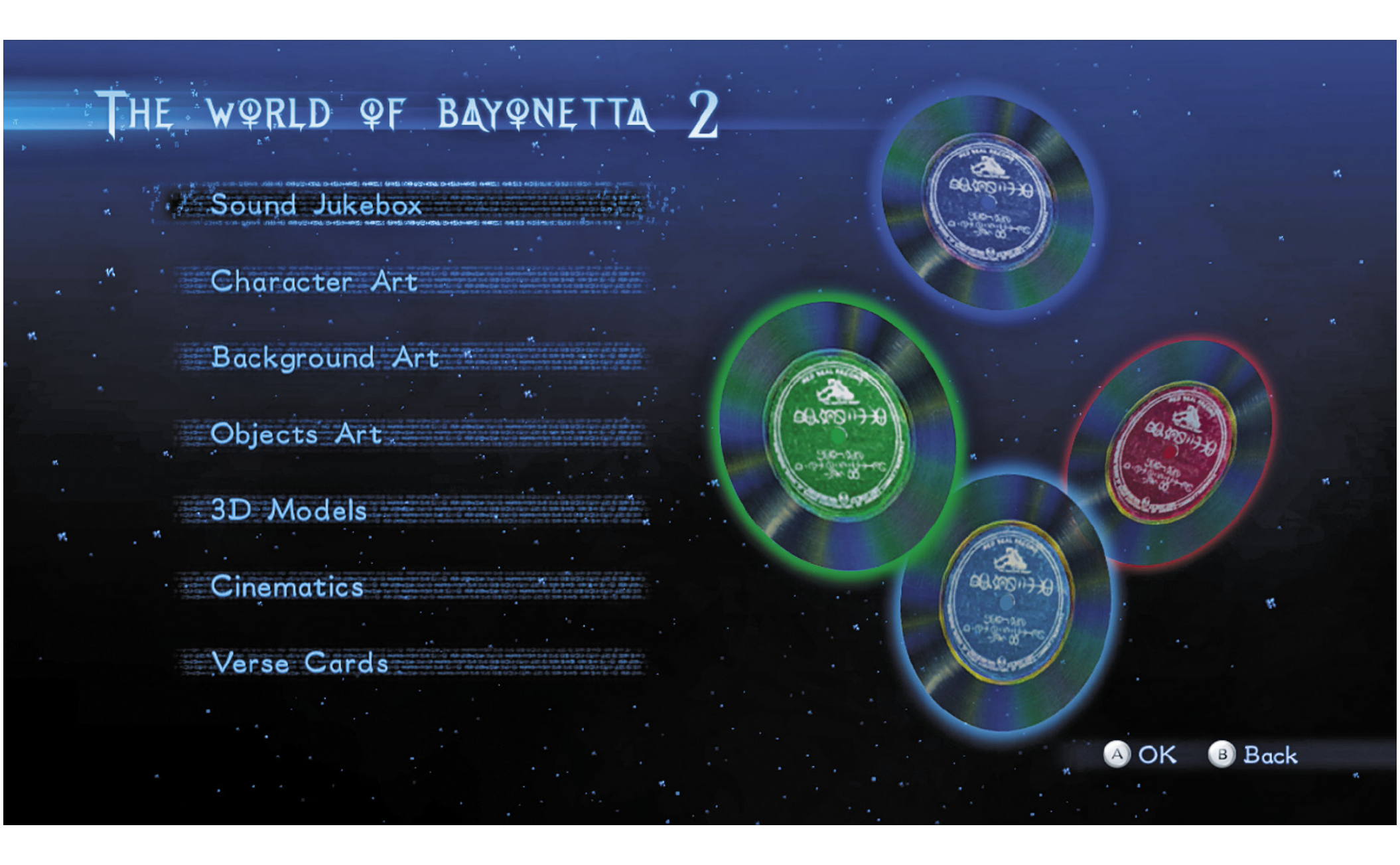
Play Tag Climax mode, which allows you to cooperatively fight battles with a second player (or the CPU) against select enemies.


Bewitchments
After the End Comes...
Prologue Complete
Chapters I-IV Complete
Chapters V-VI Complete
Chapter VII Complete
Chapters VIII-IX Complete
Chapters X-XII Complete
Umbran Tears of Blood 50/50
Bewitchments 30/30
Crows Captured 20/20
01
After the End Comes...
Turn Page
Back

Complete the Records of Time on any difficulty.

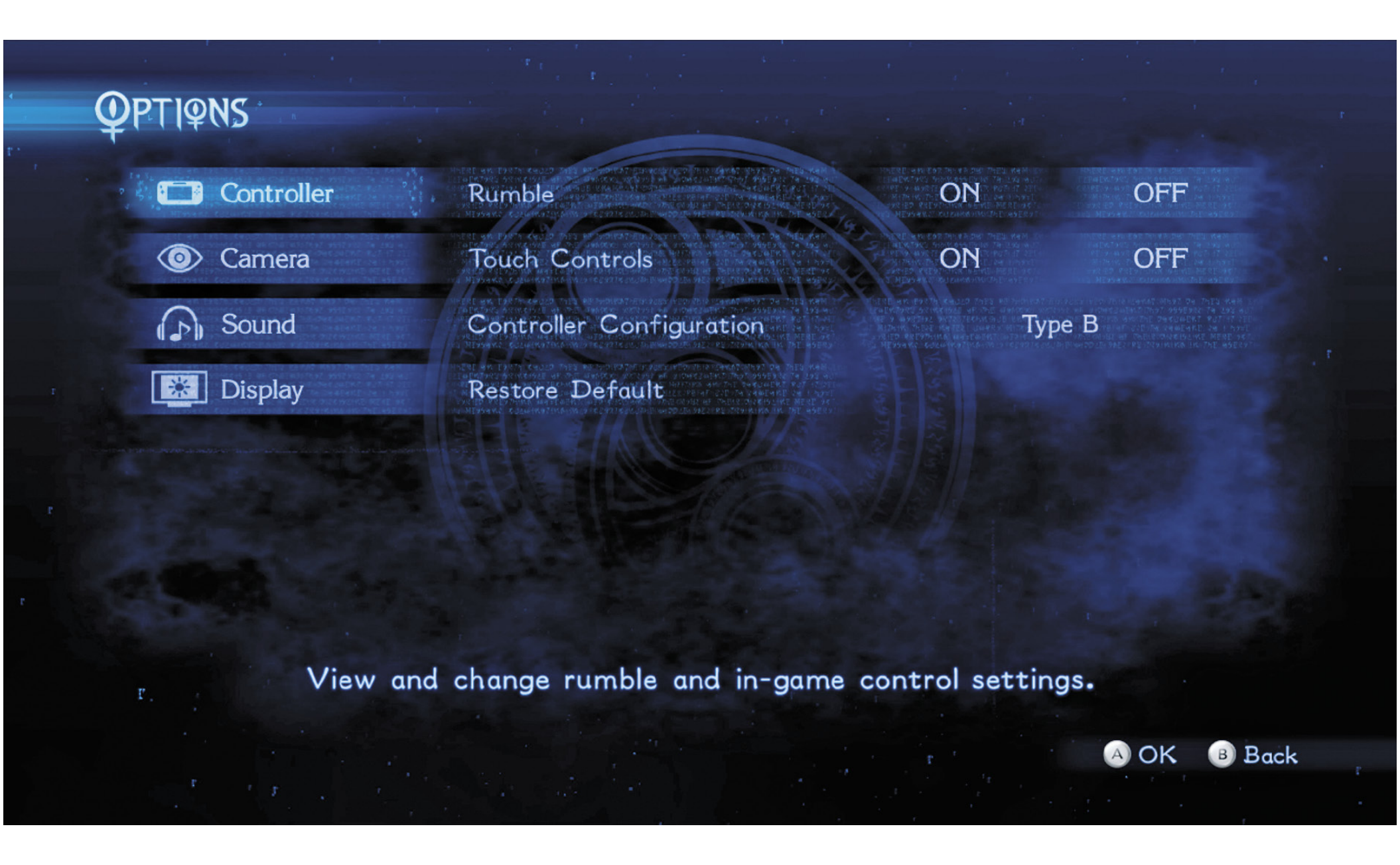
UMBRAN TEARS OF BLOOD

View a list of Bewitchments and Umbran Crows. Find where to collect Umbran Crows in the Walkthrough. For more detail on Bewitchments, check the Bewitchments section.


THE WORLD OF BAYONETTA 2
Sound Jukebox
Character Art
Background Art
Objects Art
3D Models
Cinematics
Verse Cards
OK
Back

GALLERY

Beating *Bayonetta 2*'s main story opens up the Gallery option.


OPTIONS
Controller
Camera
Sound
Display
Controller Configuration
Restore Default
OK
Back

Rumble ON OFF
Touch Controls ON OFF
Controller Configuration Type B

View and change rumble and in-game control settings.

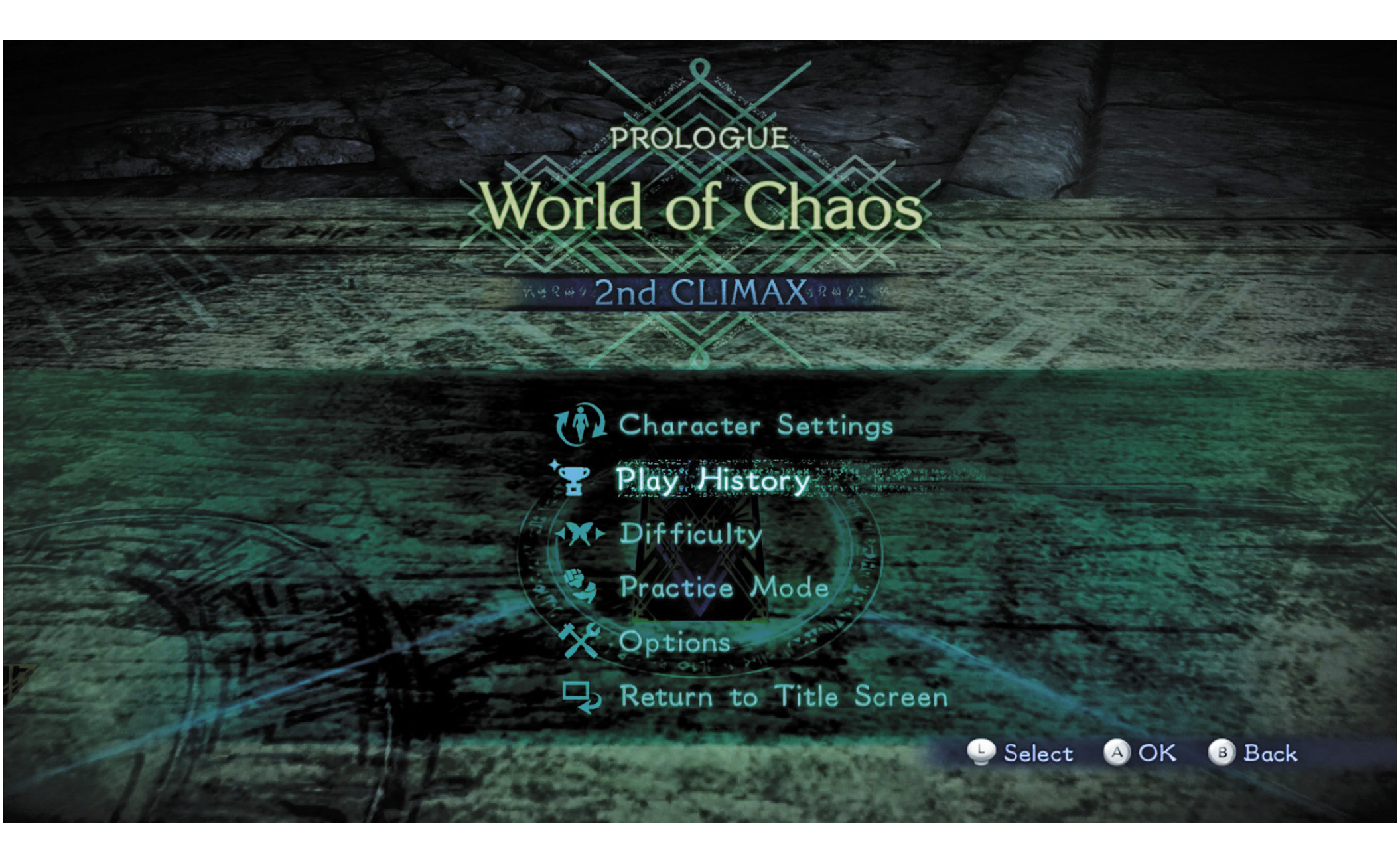
OPTIONS

The Options menu allows players to change *Bayonetta 2*'s interface and gameplay to their liking.

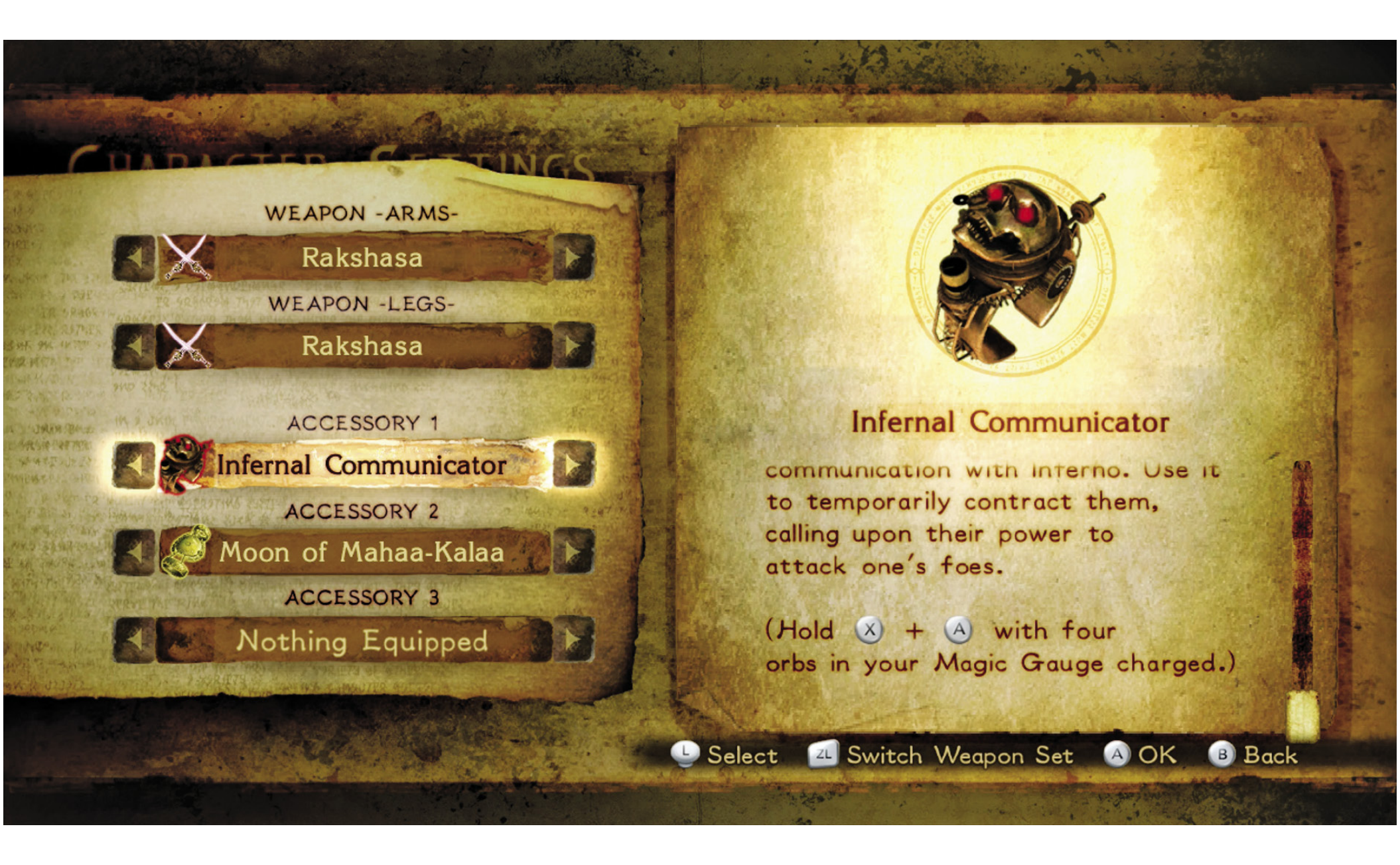
STORY

Pick a card, any card! The Story menu allows players to choose between Chapters to play through. You move back and forth between completed Chapters, and can play any previously accessed Chapter as much as you wish, on any accessible difficulty.

CHAPTER SELECT MENU


PROLOGUE
World of Chaos
2nd CLIMAX
Character Settings
Play History
Difficulty
Practice Mode
Options
Return to Title Screen
Select
OK
Back

Choosing a Chapter within Story mode takes players to the Chapter Select menu, which allows them to prepare for battle in various ways.


CHARACTER SETTINGS
Select
Switch Weapon Set
OK
Back

WEAPON -ARMS- Rakshasa
WEAPON -LEGS- Rakshasa
ACCESSORY 1 Infernal Communicator
ACCESSORY 2 Moon of Mahaa-Kalaa
ACCESSORY 3 Nothing Equipped

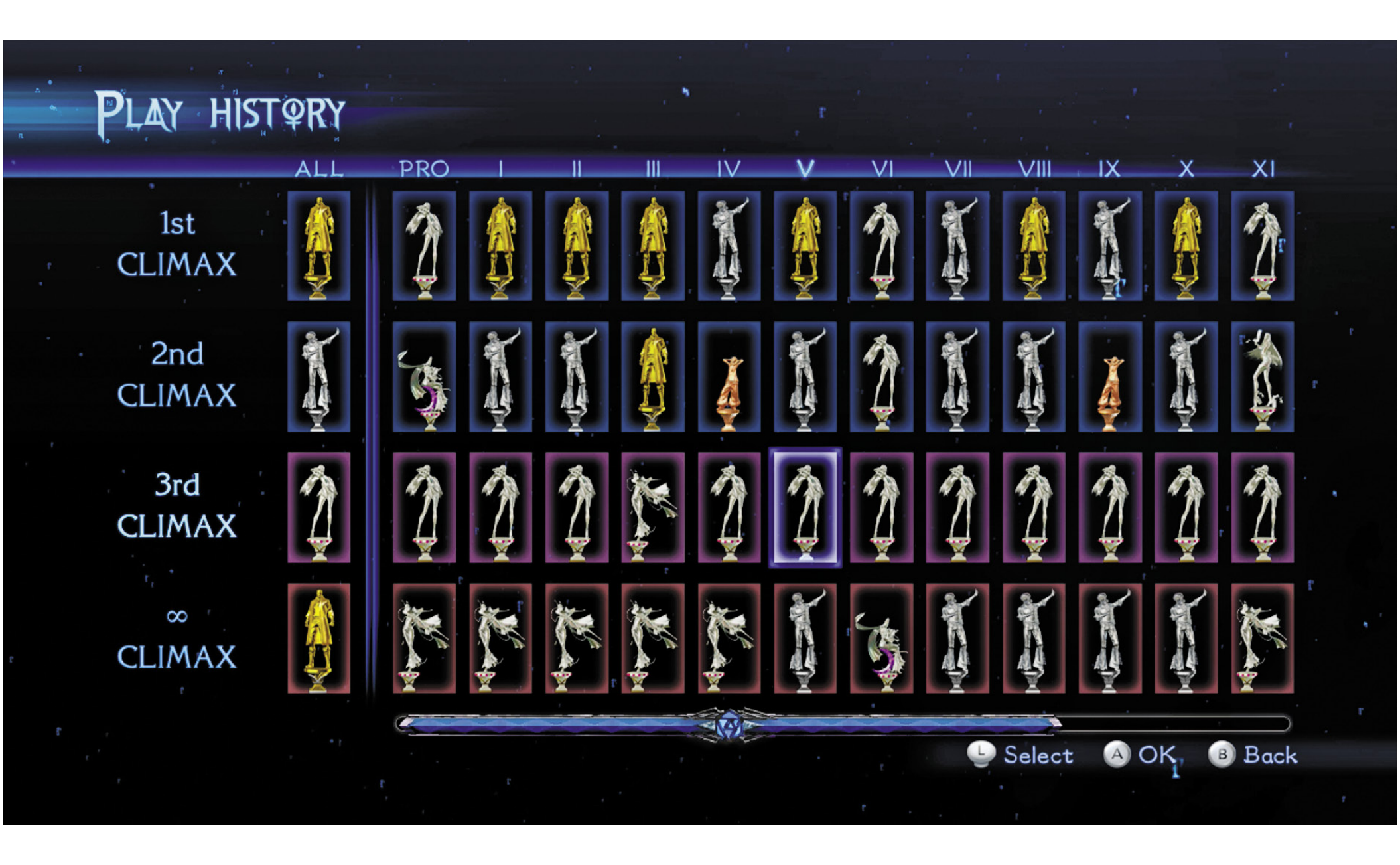
Infernal Communicator

communication with Inferno. Use it to temporarily contract them, calling upon their power to attack one's foes.

(Hold ⓧ + Ⓐ with four orbs in your Magic Gauge charged.)

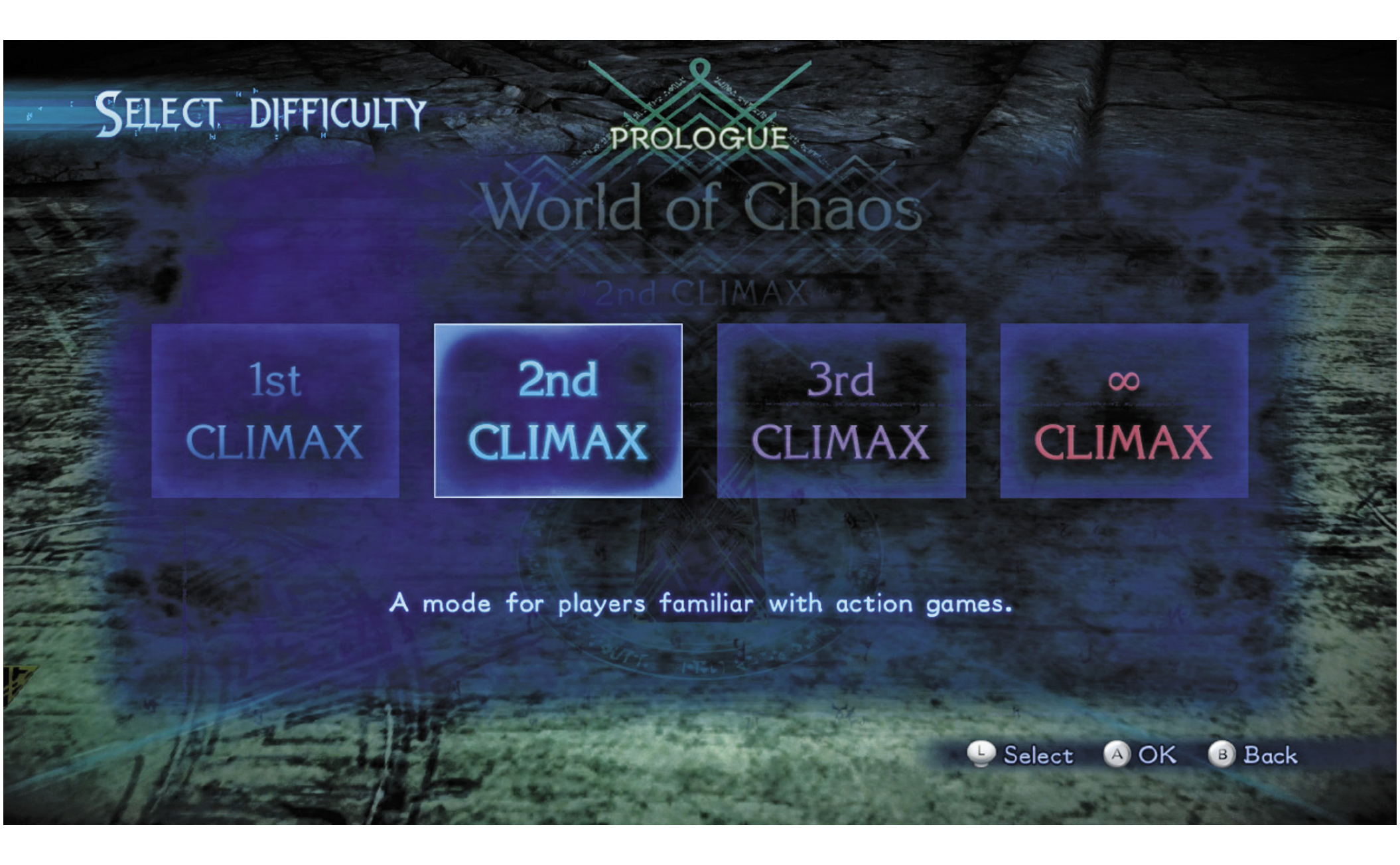
CHARACTER SETTINGS

Outfit Bayonetta (or other characters) with costumes, weapons, and accessories.


PLAY HISTORY
ALL
PRO
I
II
III
IV
V
VI
VII
VIII
IX
X
XI
1st CLIMAX
2nd CLIMAX
3rd CLIMAX
∞ CLIMAX
Select
OK
Back

PLAY HISTORY

View play rankings for previously completed Story mode Chapters.


SELECT DIFFICULTY
PROLOGUE
World of Chaos
2nd CLIMAX
1st CLIMAX
2nd CLIMAX
3rd CLIMAX
∞ CLIMAX
Select
OK
Back

A mode for players familiar with action games.

DIFFICULTY

Change the difficulty level of the game. You can play any Chapter in any unlocked difficulty whenever you wish. The only exception is for the Lost Chapter, where the difficulty level is preset.

1
0
0
0
0
0
Close

PRACTICE MODE

Enter a dedicated training mode that pits Bayonetta against a single Acceptance enemy to be used as a practice dummy for moves and techniques.

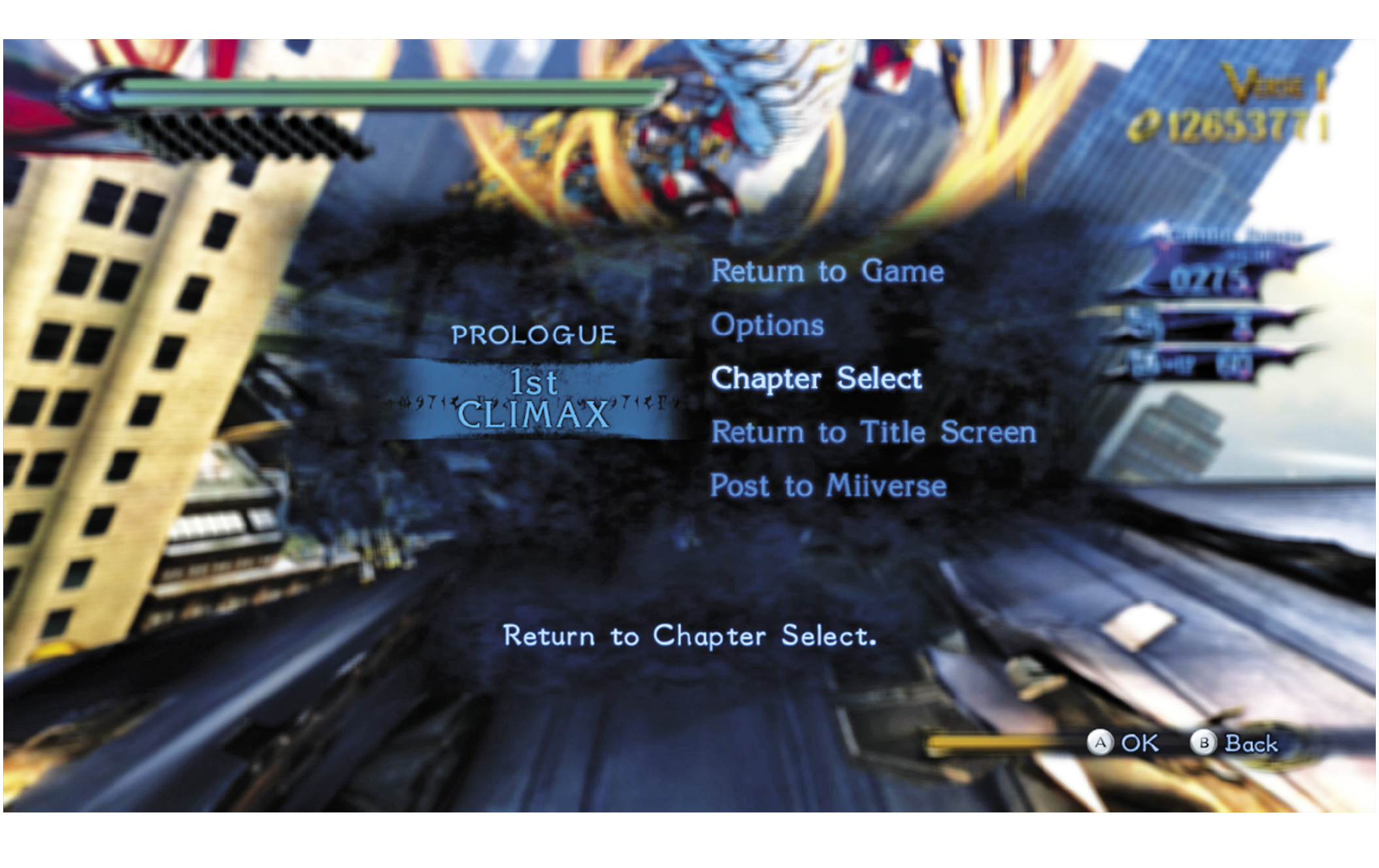
OPTIONS

Access most in-game options, allowing players to change the interface mid-game.

RETURN TO TITLE SCREEN

Use this to return to the Title Screen.

PAUSE MENU


PROLOGUE
1st CLIMAX
Return to Game
Options
Chapter Select
Return to Title Screen
Post to Miiverse
OK
Back

Return to Chapter Select.

Press the + button during gameplay to access the Pause menu to make adjustments on the fly.

RETURN TO GAME

This option unpauses the game.

OPTIONS

The Options menu allows players to change *Bayonetta 2*'s interface and gameplay to their liking. Note that some options cannot be changed during gameplay.

CHAPTER SELECT

This selection returns players to the Story mode.

RETURN TO TITLE SCREEN

Use this to return to the Title Screen.

POST TO MIIVERSE

This option lets players post screenshots to Miiverse. Share your greatest and most stylish moments!

CONTINUE SCREEN

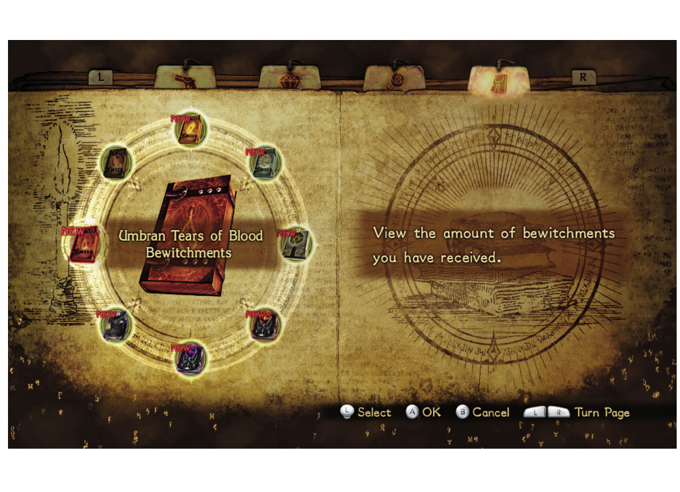
Should Bayonetta fall in battle, you get a Game Over, and are taken to the Continue screen. Choose Yes to pick up where you left off. If you choose No, you fail the Chapter and have to retry from the beginning.

Caution

Choosing to Continue automatically knocks your Chapter Rank down by one grade per Continue. If your performance in the stage ranks a Platinum, you'll be knocked down to a Gold automatically. Never Continue if you're going for high ranks!

SUBSCREEN

Press the - button during gameplay to access the Subscreen, and manage Bayonetta's many possessions.


Umbran Tears of Blood
Bewitchments
Select
OK
Cancel
Turn Page

View the amount of bewitchments you have received.

Rakshasa
Select
Combo List
OK
Cancel
Turn Page

Mallet of Rewards
Select
Info
Equip
Cancel
Turn Page

Gauntlets with a sizeable mallet attached, made by the witch Chuni. Delivering punishment with these equipped will cause your target to drop all their hidden wealth and treasures.

(Activated by executing a Torture Attack while equipped.)

Green Herb Lollipop
Select
Info
OK
Cancel
Turn Page

The Subscreen is Bayonetta's base of operations. From this screen, players can customize Bayonetta to their liking, so as to optimally respond to different gameplay situations. The Subscreen is separated into four tabs, all of which play a significant role in seeing all that *Bayonetta 2* has to offer.

WEAPONRY & TECHNIQUES

From this tab you can manage Bayonetta's weapon arsenal by choosing collected weapons to place on her arms and legs. You can also view more information about the weapons, view combo attack lists for different weapon combinations, and turn special battle techniques on or off.

ACCESSORIES

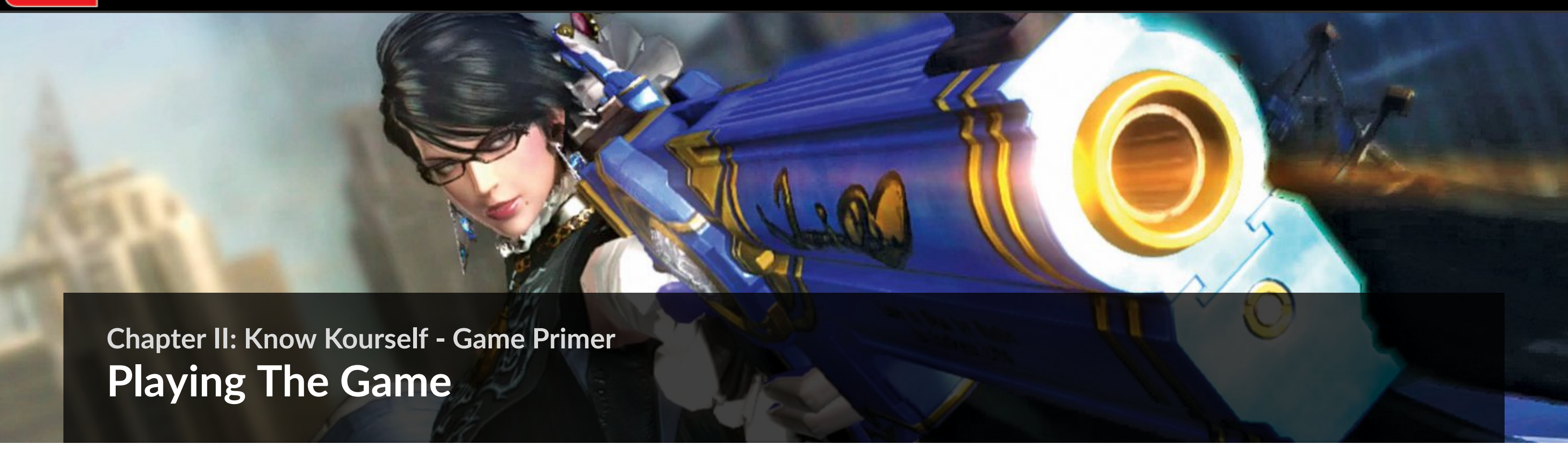
From this tab you can manage Bayonetta's accessories. Equip accessories to bestow her with special defensive, offensive, and enhancing abilities.

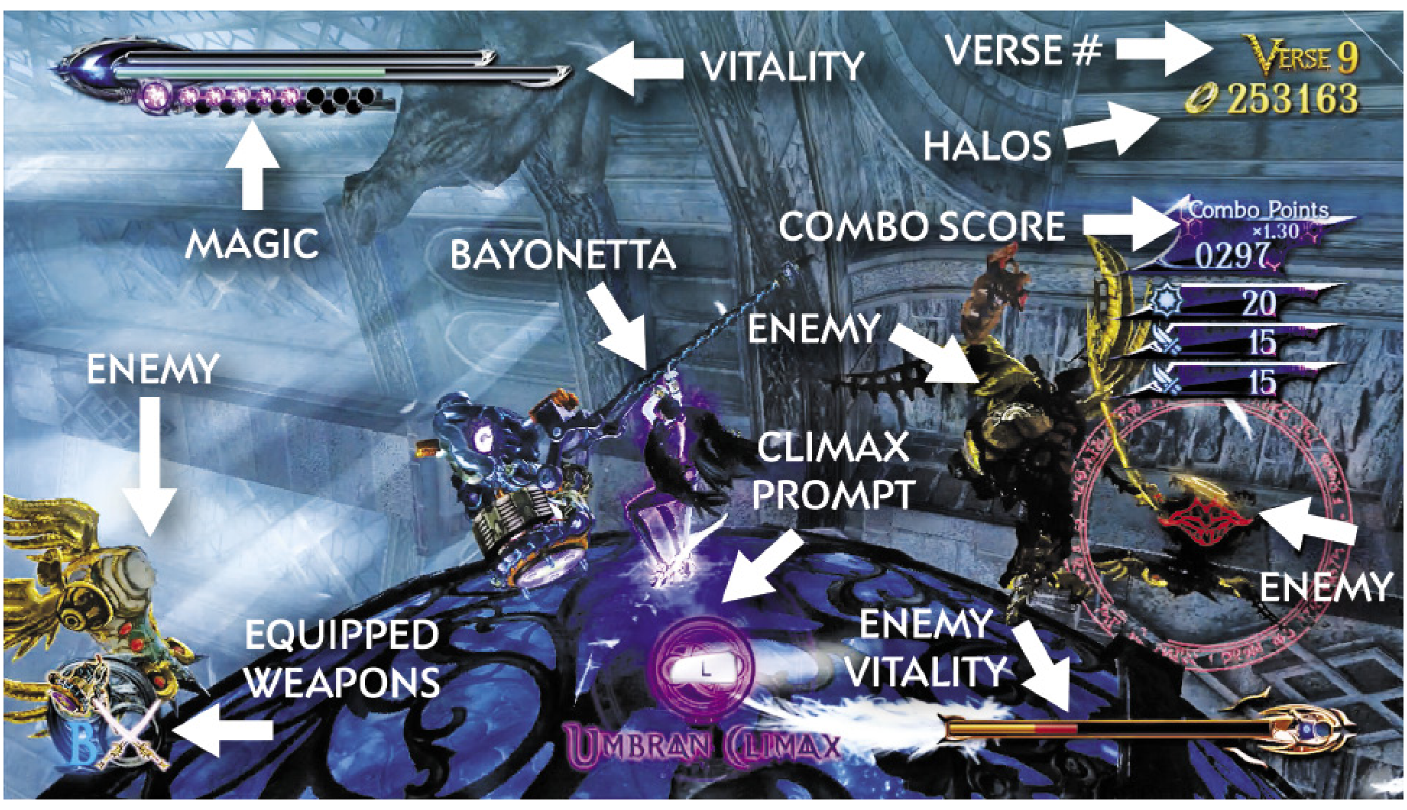
CONCOCTIONS & CONSUMABLES

From this tab you can create, equip, and use the special restorative and enhancing items available in *Bayonetta 2*.

COLLECTIBLES

Open this tab to view enemies encountered, Umbran Tears of Blood, or your progress in obtaining the game's collectibles.





As you play *Bayonetta 2*, you'll see screens similar to the above. This screen is packed with information that players must internalize to be truly effective in combat.

BAYONETTA

The lady, the legend, the Bayonetta herself! As the player, it's up to you to control her and make sure she defeats foes and overcomes all obstacles, as stylishly and beautifully as possible.

VITALITY

This green gauge represents Bayonetta's total vitality. Avoid being hit by enemy attacks (or missing Quick Time Event prompts) to make sure it never depletes. Should the gauge deplete to zero, it's Game Over.

MAGIC

This set of orbs represents Bayonetta's total magic, which allows her to use abilities like Umbran Climax, Torture Attacks, and some exclusive accessory abilities. Every eight small orbs filled becomes a single large orb. Bayonetta won't be in danger of a Game Over if her magic depletes to zero, but fights become much tougher without access to her enhanced moveset!

VERSE NUMBER

Every Chapter in the game consists of a specific number of battles, or Verses. Overcome as many of these as possible to obtain the highest possible score and ranking for the Chapter.

Note

Some Verses in some Chapters are hidden!They must be located and beaten to ensure the maximum Chapter Rank.

HALOS

Halos (and Orbs) are dropped by enemies when defeated. Exchange these for goods from The Gates of Hell, which add to Bayonetta's impressive combat repertoire.

COMBO SCORE

A key to high Chapter Ranks is achieving high-scoring combos!

ENEMIES

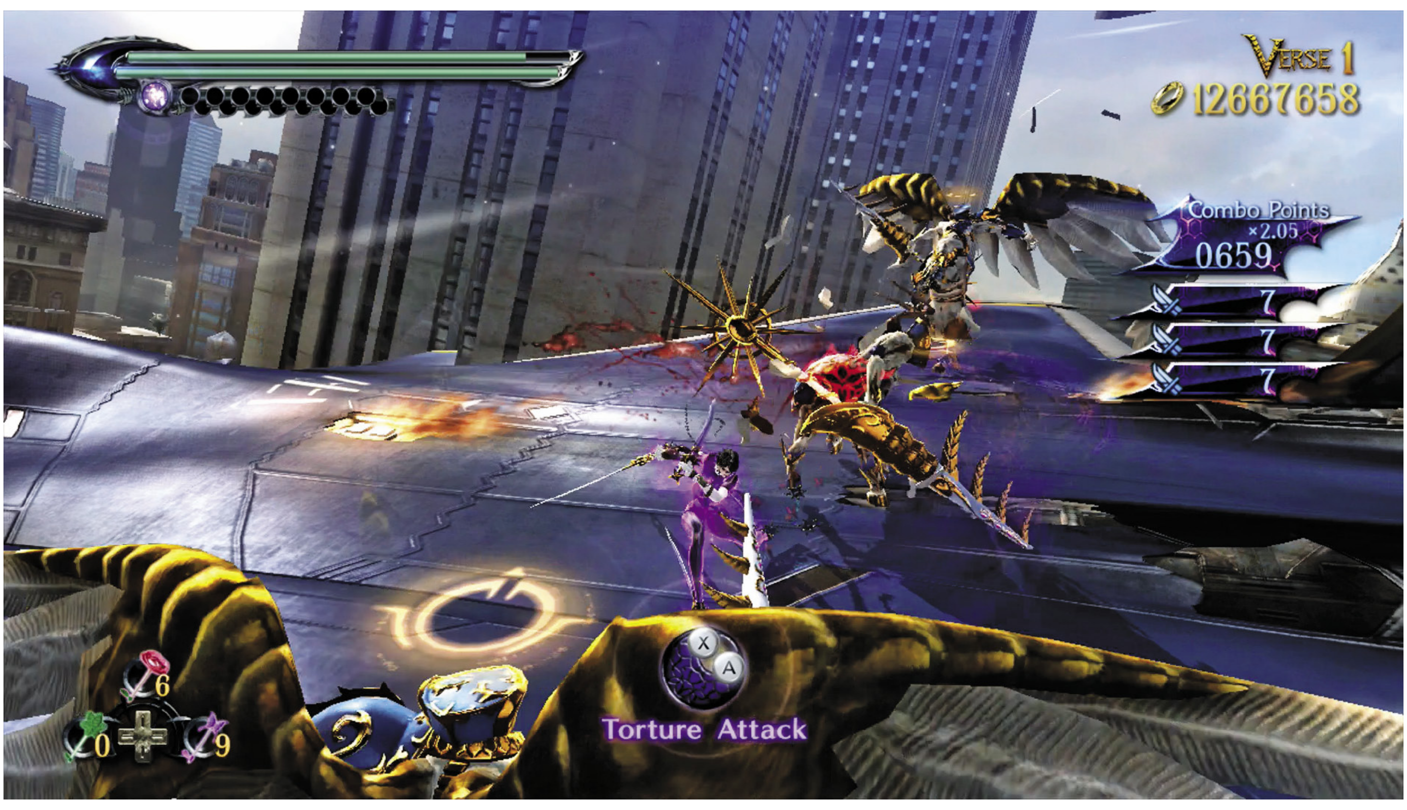
The armies of Paradiso and Inferno are after Bayonetta, and they throw wave after wave of their forces at her. Expect to be constantly fighting foes.

ENEMY VITALITY

Particularly strong enemies have their own vitality gauges. The best way to deplete these is with a flurry of stylish combo attacks. Don't give them an inch!

EQUIPPED WEAPONS

The weapons Bayonetta is currently wielding are always shown here.

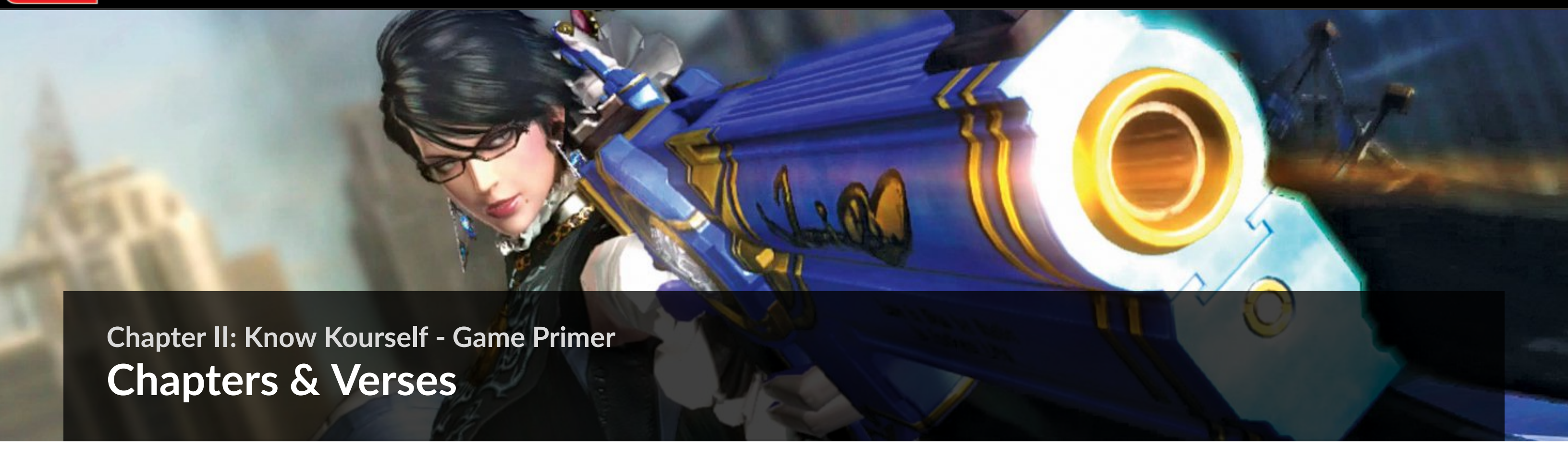


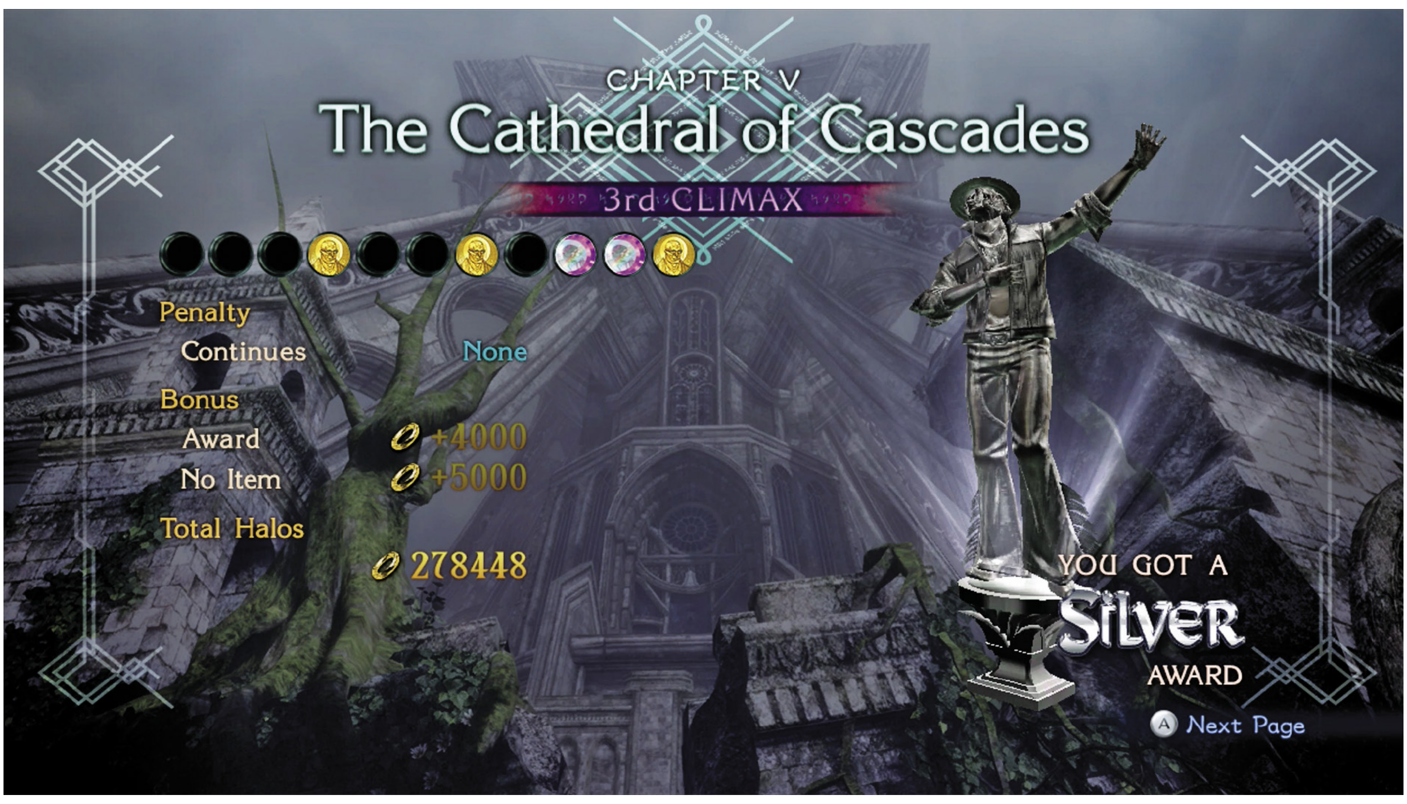
EQUIPPED CONSUMABLES

The consumable items Bayonetta currently has equipped are always shown here. (The exception is the Red Hot Shot, which the player is instantly given the option to activate once Bayonetta's vitality is depleted.)

CLIMAX PROMPT

Climax Prompts show up in the lower center of the screen, and are context-sensitive. They can be anything from a Quick Time Event prompt to a Torture Attack prompt to an object interaction prompt, or even just the ability to activate Umbran Climax. Pay attention to these—you never know what actions you might be able to perform next!

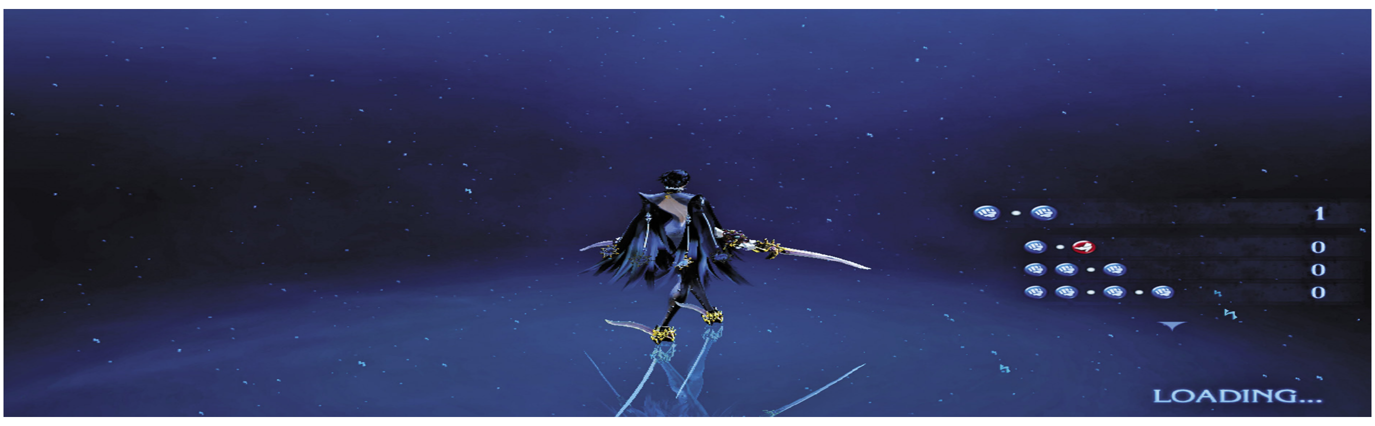


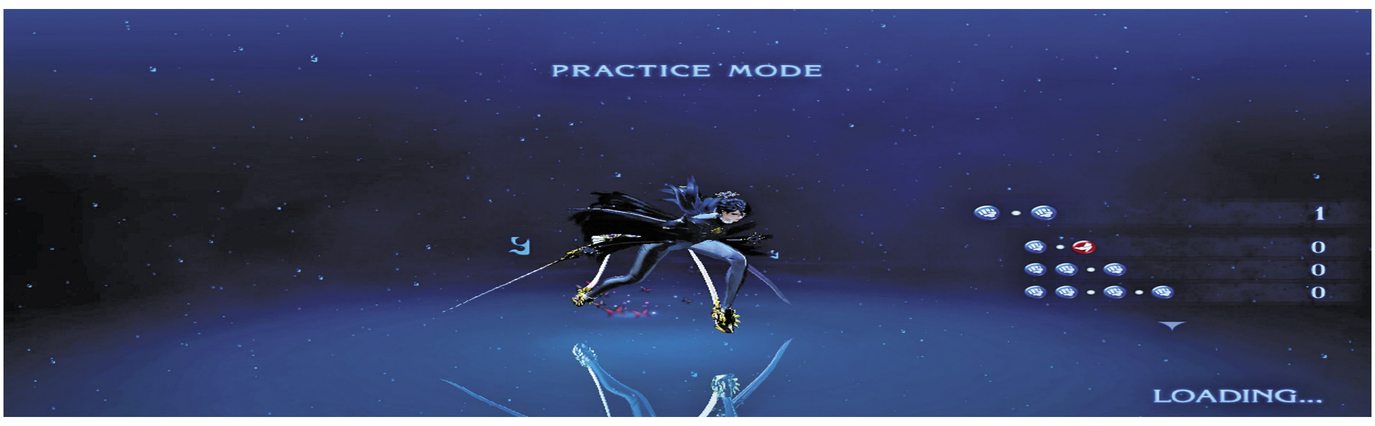

CHAPTER V
The Cathedral of Cascades
3rd CLIMAX
Penalty
Continues
None
Bonus
Award
+4000
No Item
+5000
Total Halos
278448
YOU GOT A
Silver
AWARD
Next Page

As mentioned above, every Chapter is broken up into Verses, which are battle setpieces placed throughout the game. While some of these are in plain sight, others are hidden and must be found before they can be completed.

Tip

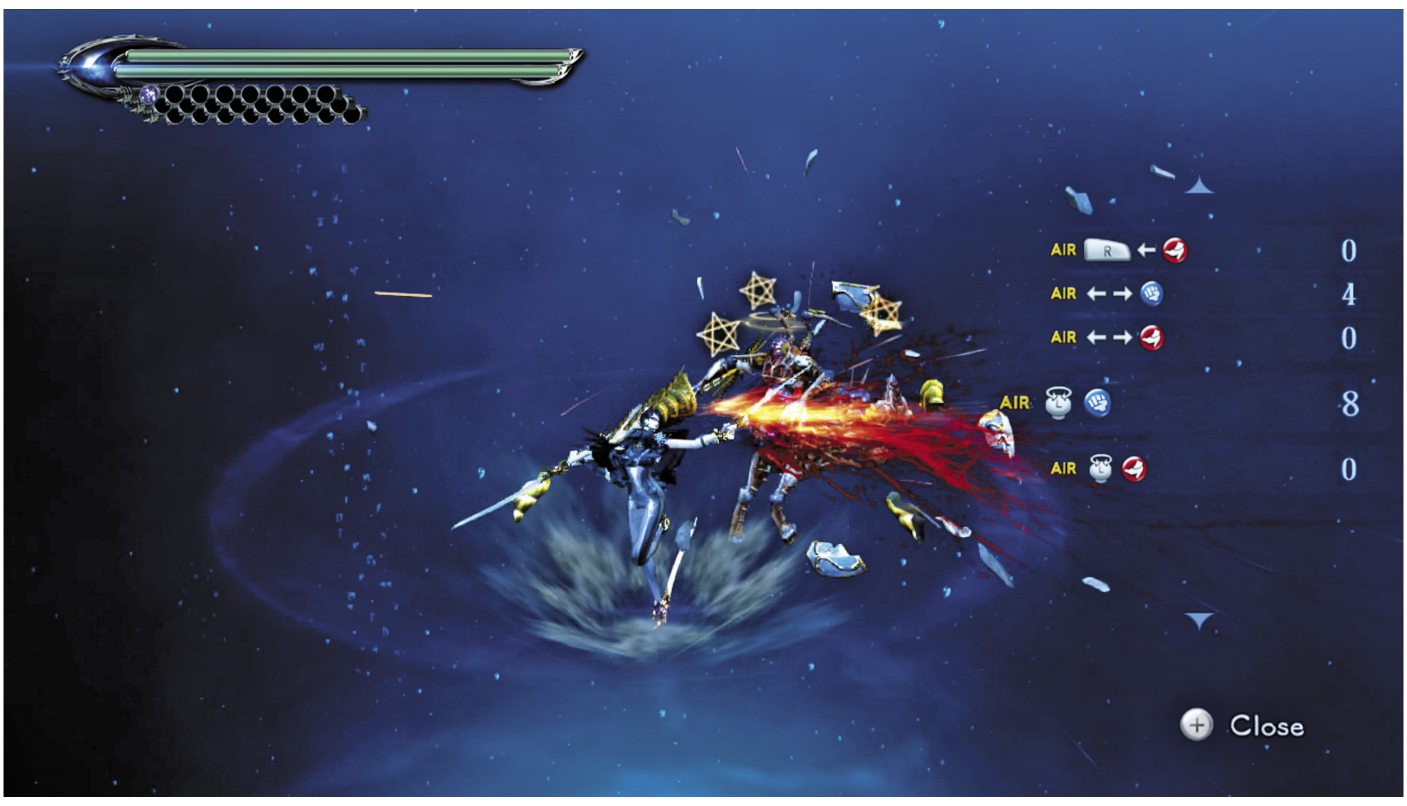
You can keep track of completed Chapters and Verses in the Play History screen. If you see a missed Verse, go back to the Chapter and search around the Verses before and after it! Some hidden Verses require backtracking before they'll appear, or to explore certain areas beforehand.




PRACTICE MODE
LOADING...

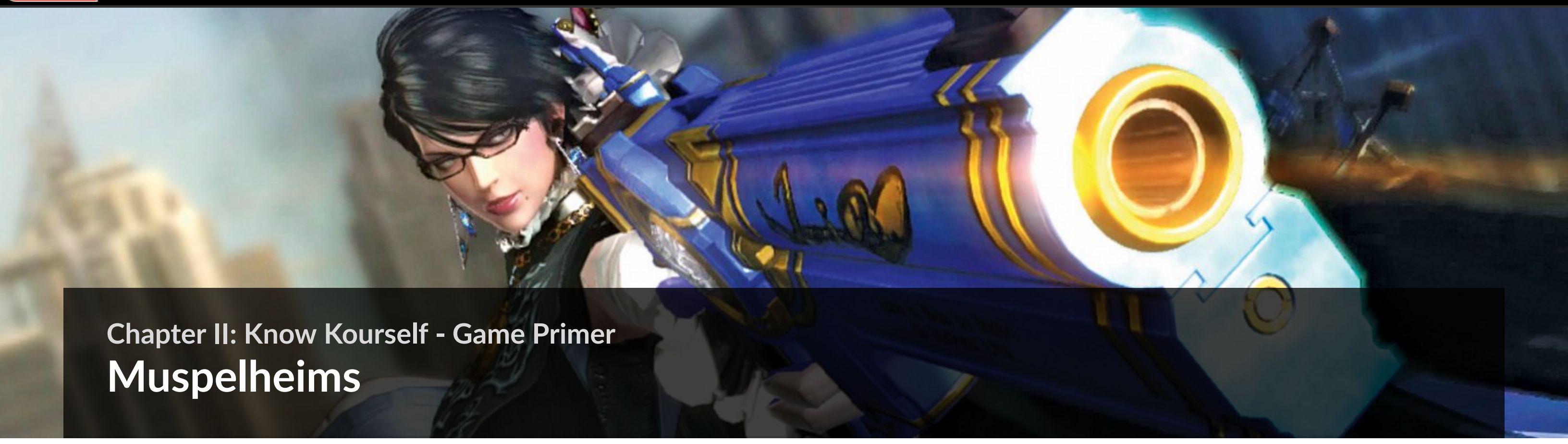
LOADING SCREEN/ PRACTICE SCREEN

The Loading screen is mostly seen between selecting a Chapter and playing the Chapter itself. In this screen players are free to move Bayonetta around and attack.


AIR
AIR
AIR
AIR
AIR
0
4
0
8
0
Close

Press the - button during the Loading screen to activate Practice mode, giving Bayonetta an empty space to practice combos and button techniques, with a movelist by her side.

You can also access the Practice screen from the Chapter Select menu. It functions largely the same as Practice mode, except players get an Acceptance enemy to practice moves on. The Acceptance performs standard attacks, allowing players to practice defensive techniques as well as offensive ones.



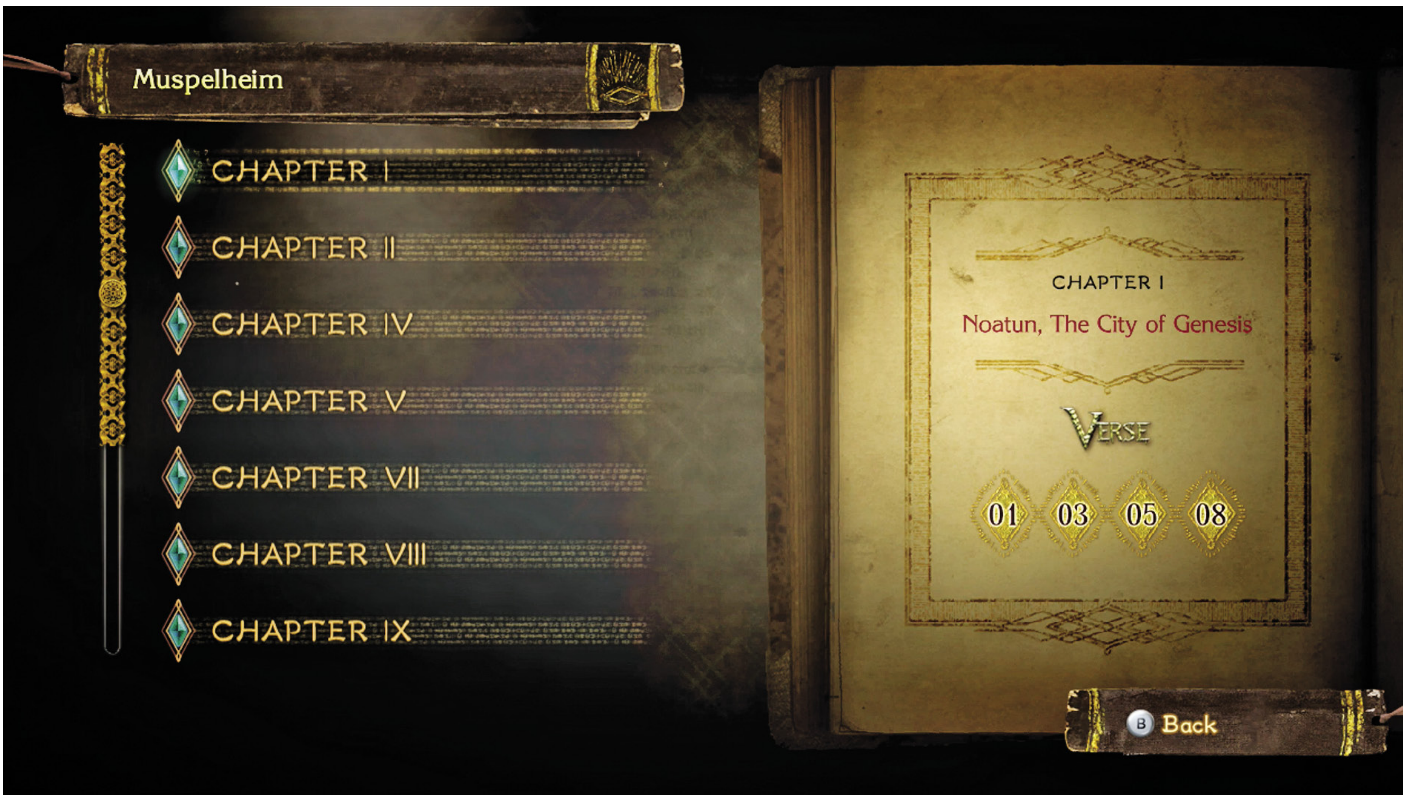
Chapter II: Know Kourself - Game Primer

Muspelheims

Move quickly with the Panther Within!
(Hold L and press ZR twice.)

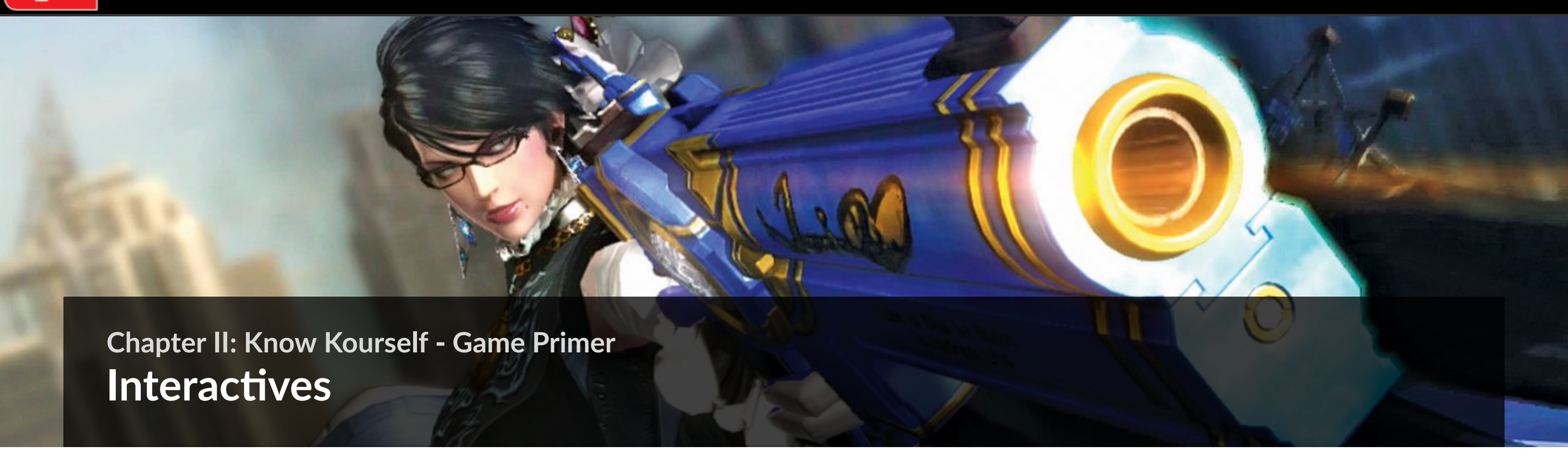
00:27.86
Defeat all enemies within the time given.
VERSE 1
75167
Combo Points
×1.00
0000
20
×5
19

During the course of the game, Bayonetta will come across blue portals on the ground and walls. These are Muspelheims. Muspelheims are Verses unto themselves—gateways to specialized battle scenarios with special rules. Beat as many of these challenges as you can to gain special collectibles that influence Bayonetta's vitality and magic! The catch is that you can't use your stocked consumable items or certain high-powered accessories. Are you up to the challenge?


Muspelheim
CHAPTER I
CHAPTER II
CHAPTER IV
CHAPTER V
CHAPTER VII
CHAPTER VIII
CHAPTER IX
CHAPTER I
Noatun, The City of Genesis
VERSE
01
03
05
08
B Back

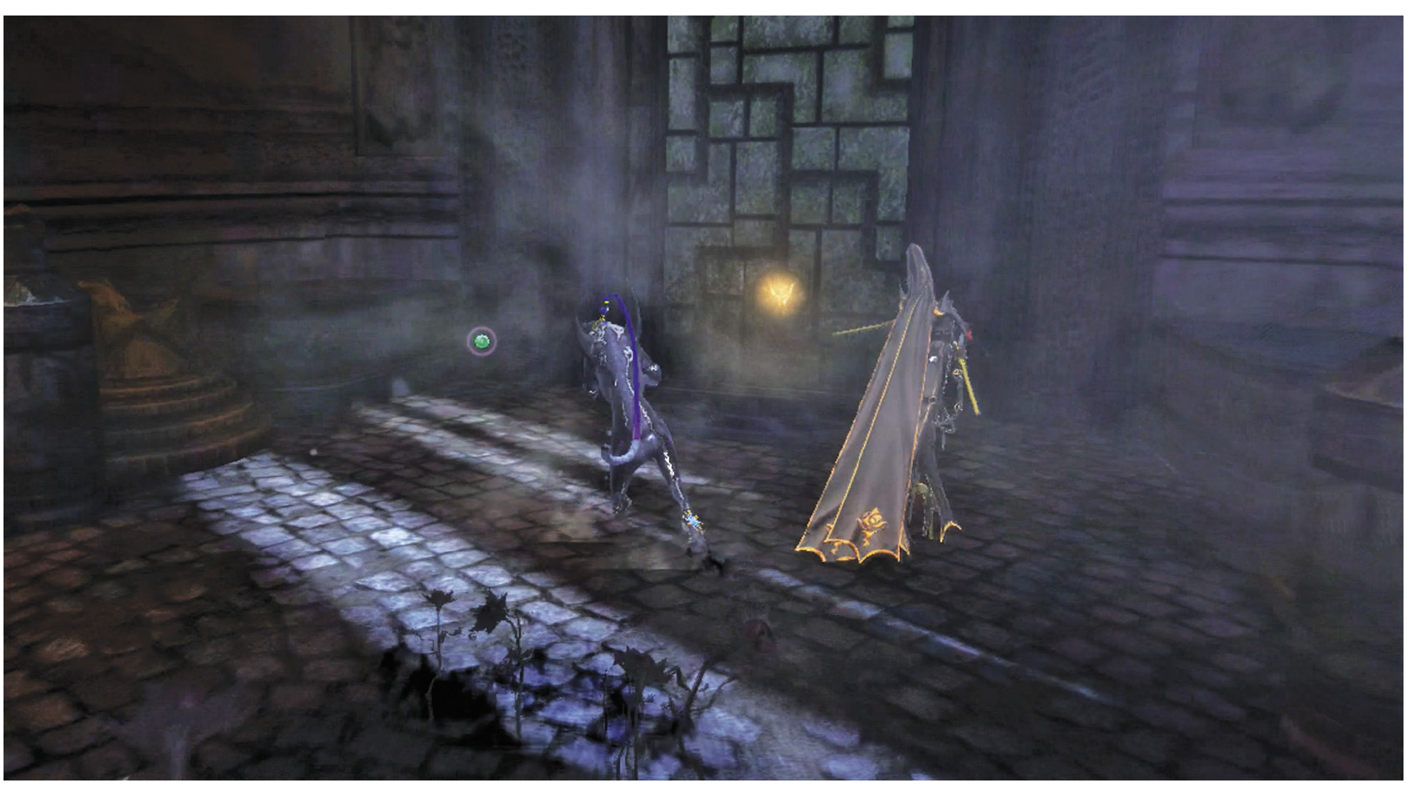
Tip

You can check on which Verses are Muspelheims in the Subscreen. If a Muspelheim isn't in obvious or plain sight, search around the stage in between the Verses that come before and after it!



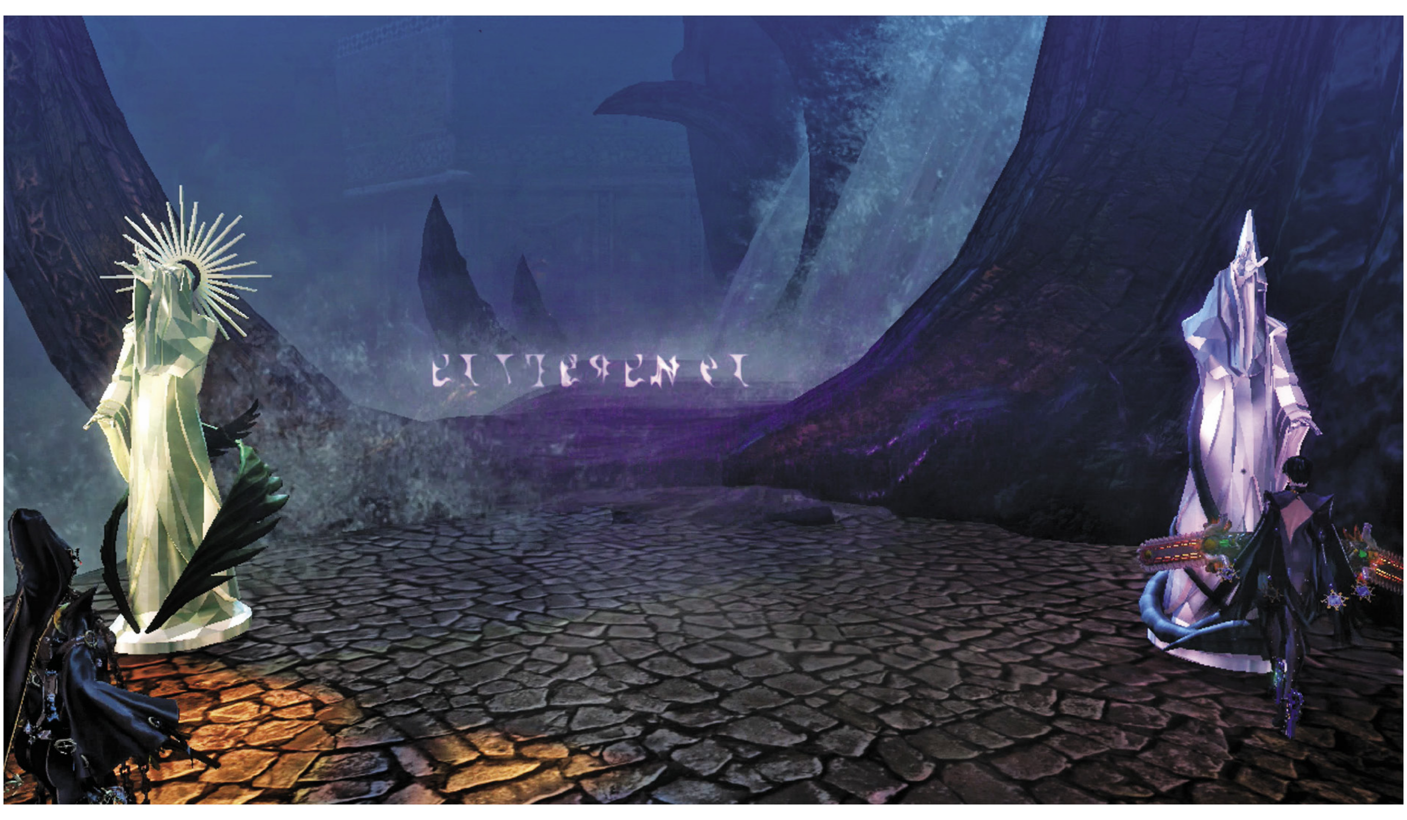
Interactives

Some objects can be interacted with to clear the way to new areas or provide bonuses. Some need to be interacted with using the Action button, or by attacking them until they're activated.



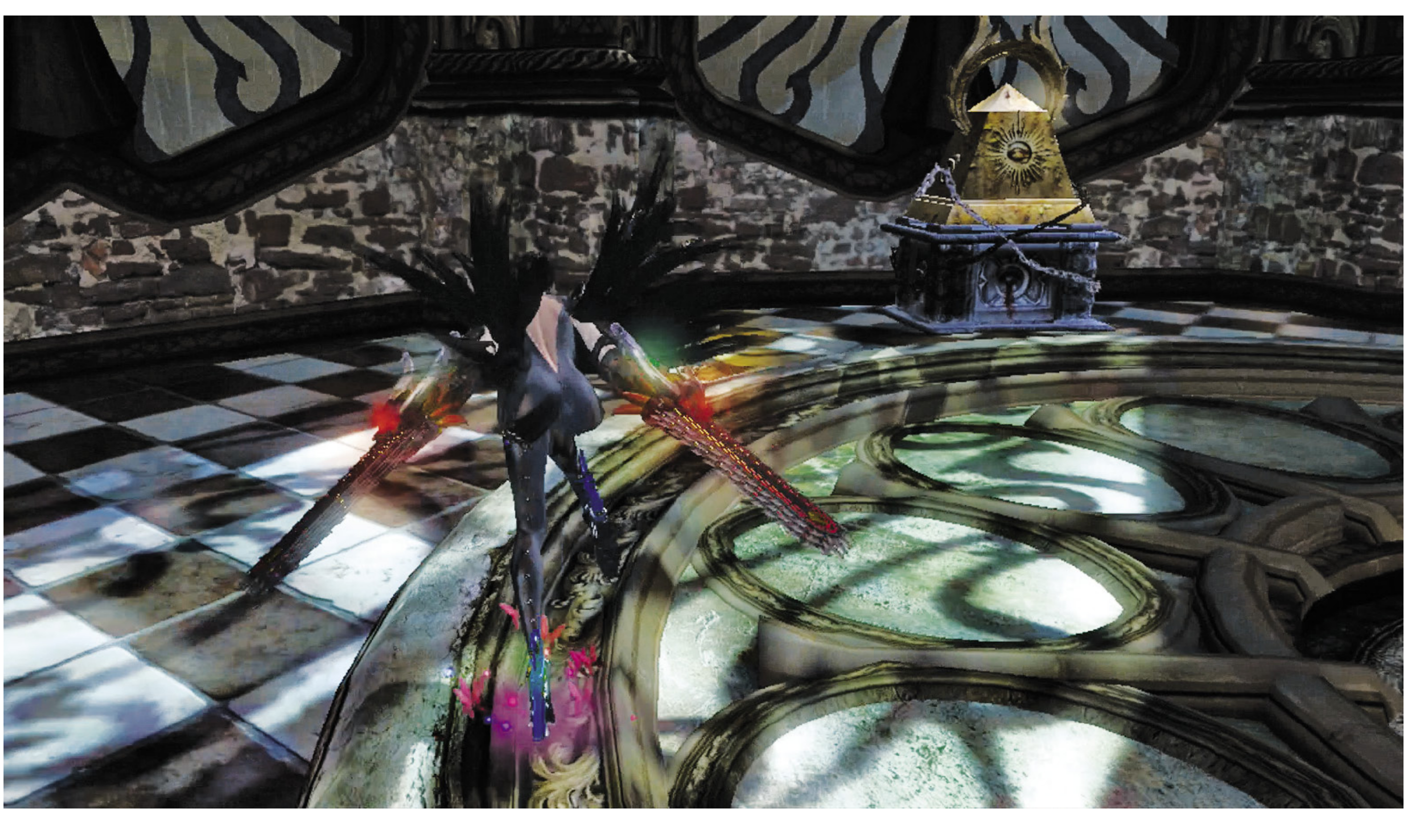
GOLEM WALLS

Golem Walls block the way to new areas. To get past them, hit them until they break apart and allow Bayonetta to progress!



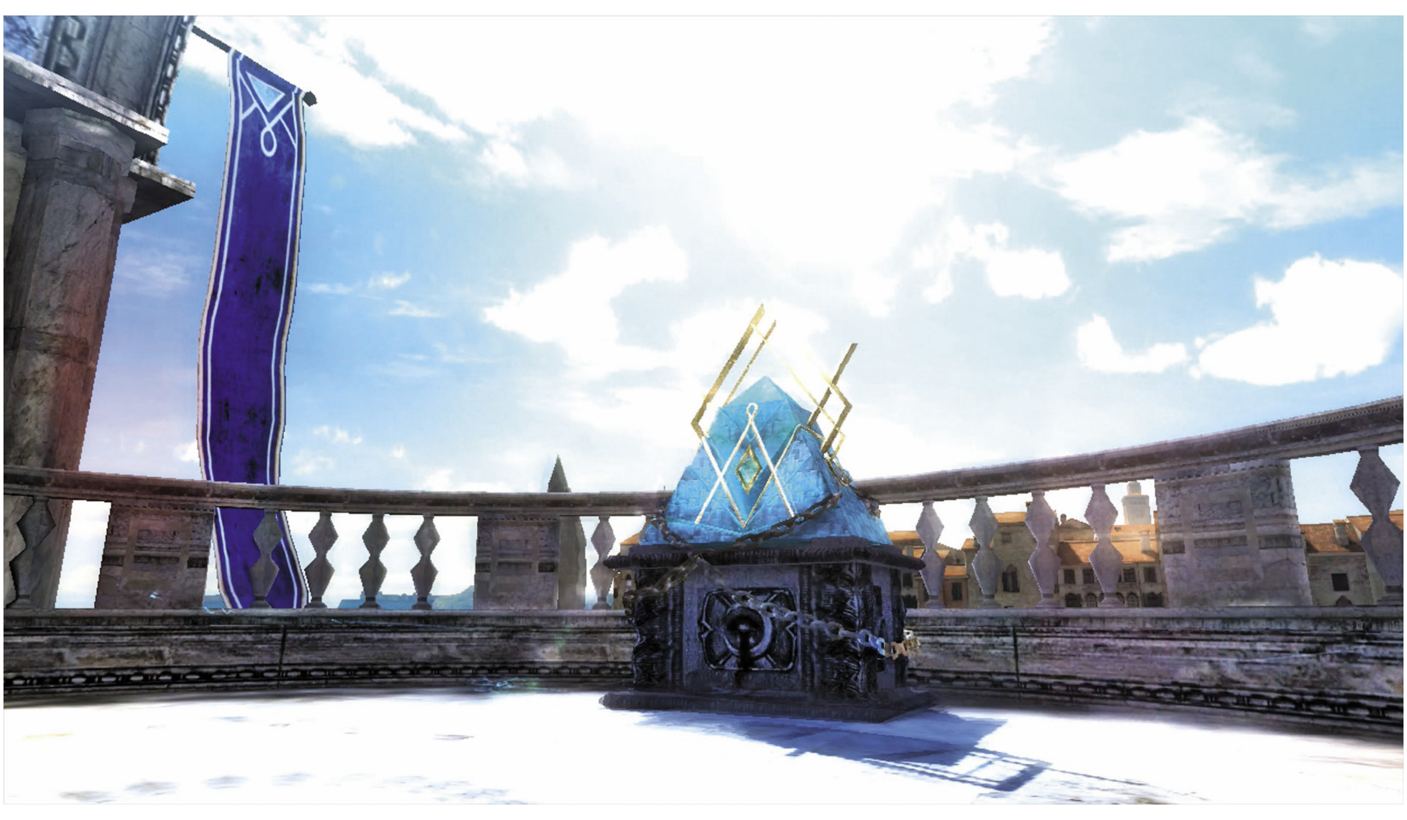
WITCH STATUES

Witch Statues allow Bayonetta to activate Witch Time in order to solve puzzles. Use the Action button to activate Witch Statues. Once they're activated, press the Action button again to cause light to shine upon Bayonetta to dodge. Do this correctly, and Witch Time becomes activated, allowing for slow-motion travel across obstacles!



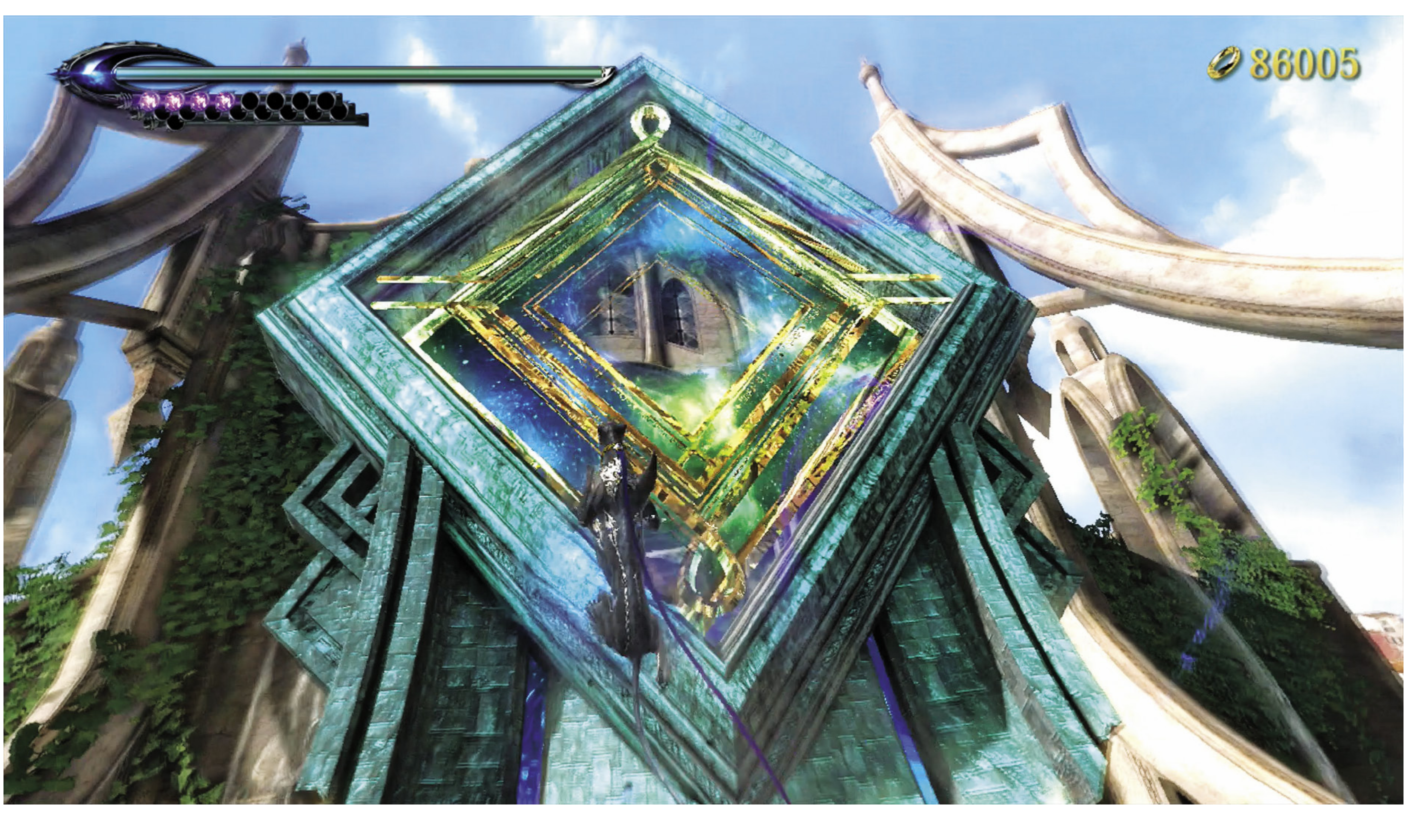
CHESTS

Chests are scattered all over the game, and contain items to help Bayonetta on her quest. To open a chest, attack it until it yields its contents.



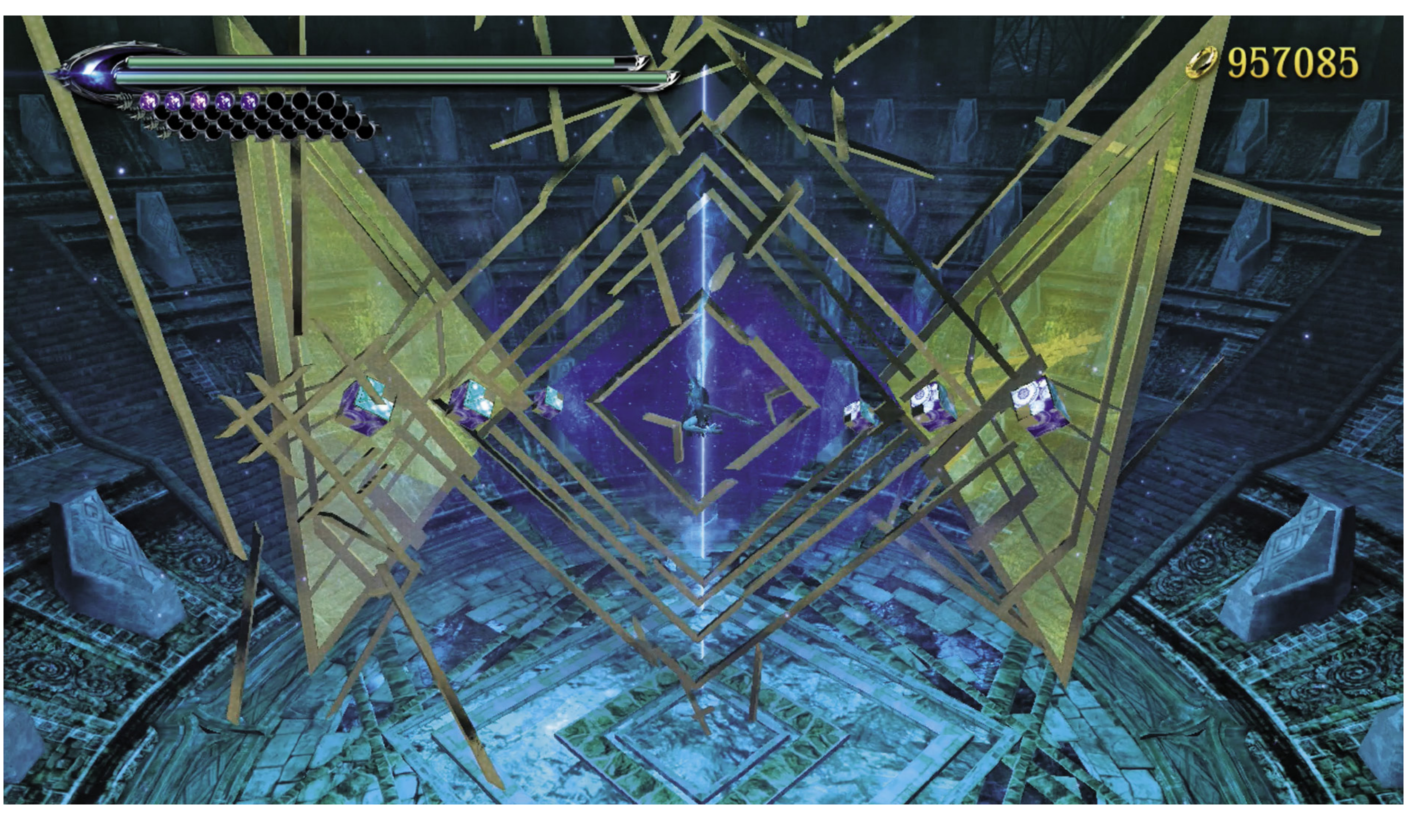
UMBRAN RESTING PLACES

Umbran Resting Places are a lot like chests, except their pieces must first be reassembled. Examine an Umbran Resting Place with the Action button to cause the pieces to scatter. Once the pieces are gathered and assembled, the Umbran Resting Place can be opened in the same way as a chest, by attacking it.



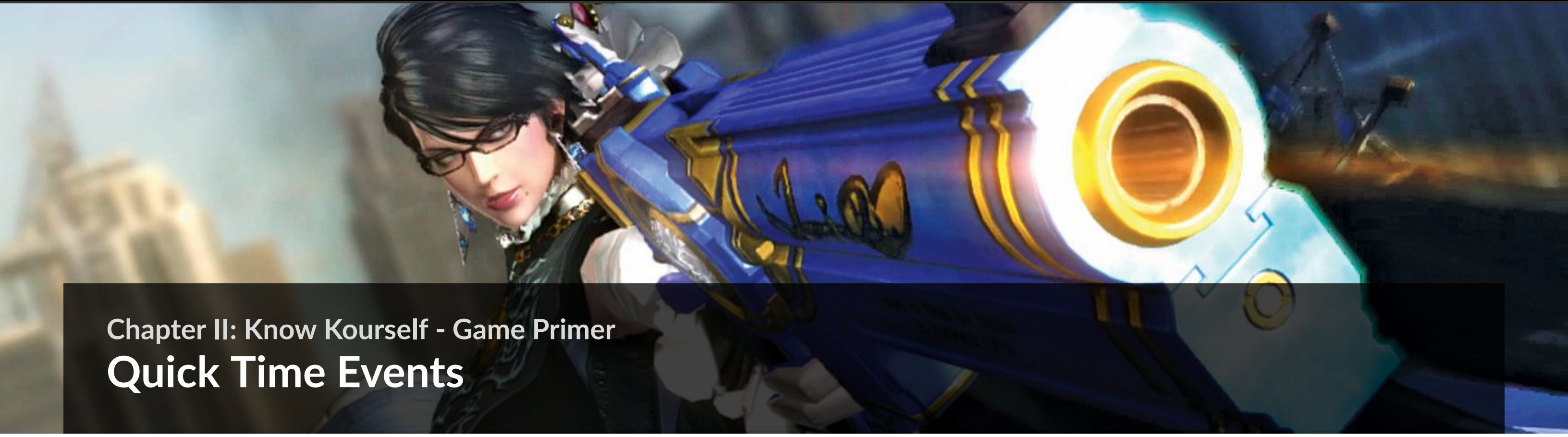
WITCH WALK PORTALS

Witch Walk Portals allow Bayonetta to walk along the walls and ceiling! If you hit a dead end, look for one of these.

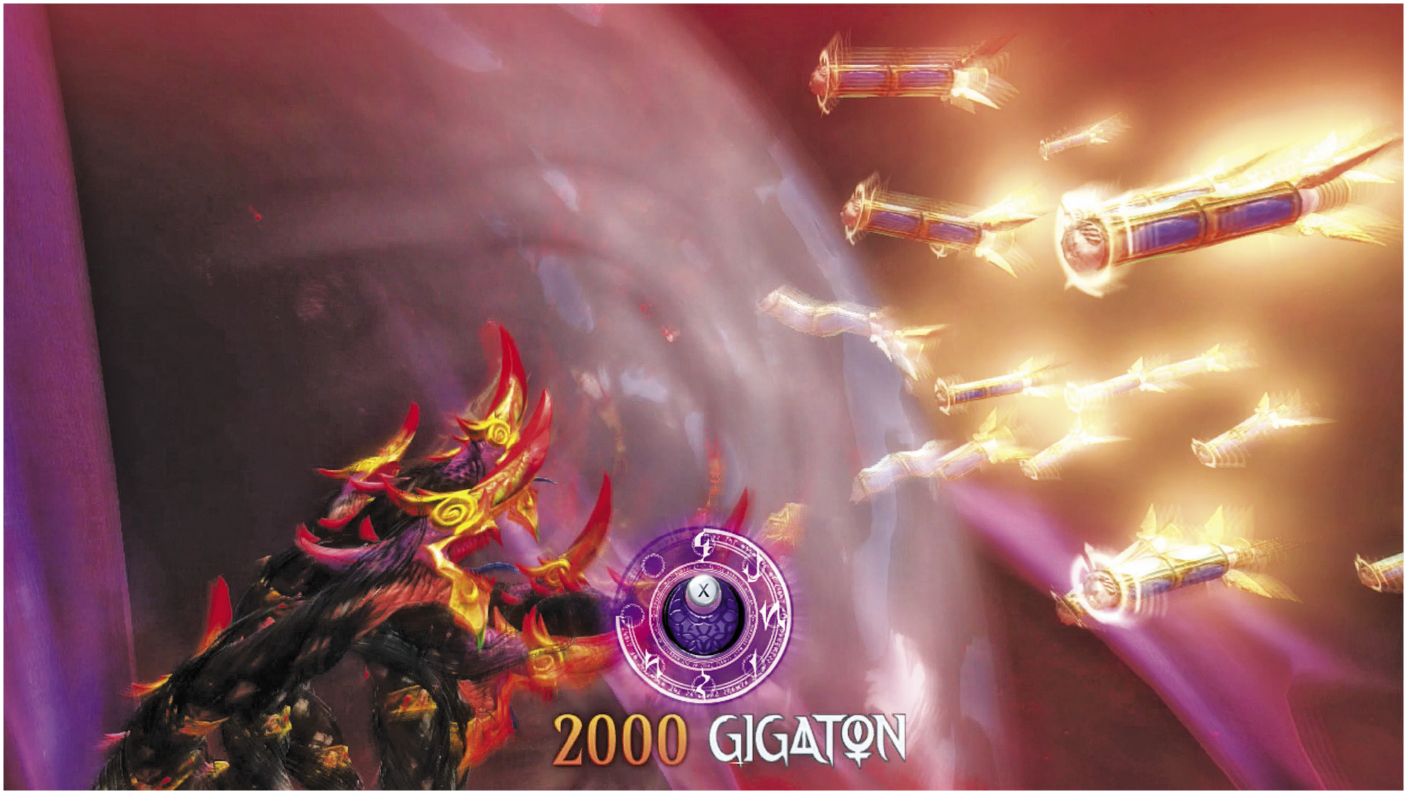


POLES

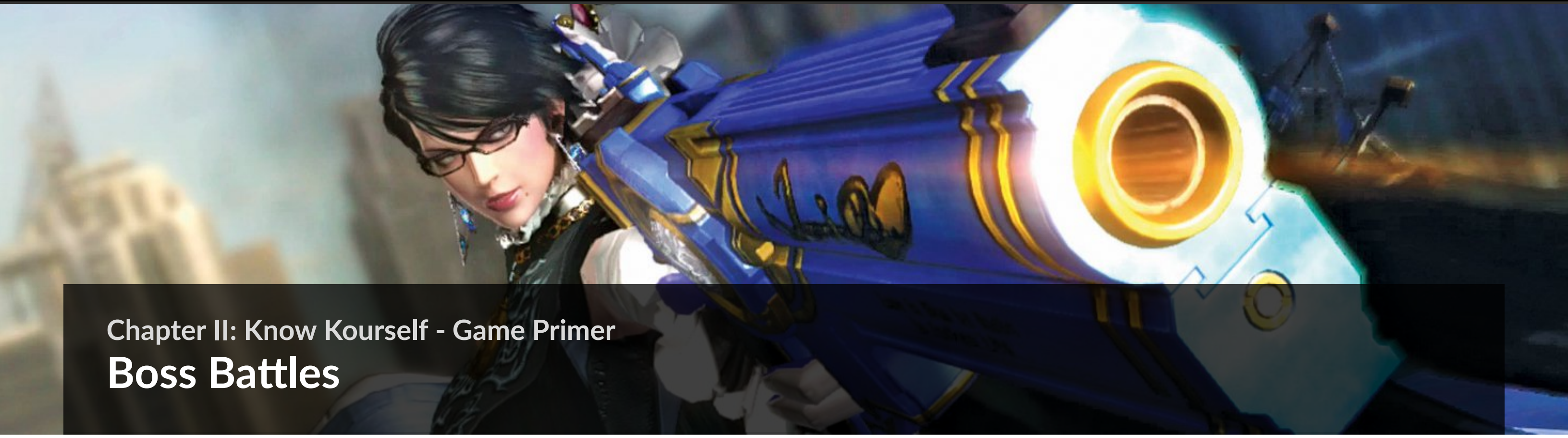
Whenever a Pole shows up, you can be sure that activating it will open paths previously undiscovered. To use a Pole, first walk up to it and press the Action button to interact with it. Bayonetta will then get into position. Rotate the Left Analog Stick and dance, dance, dance!



Quick Time Events



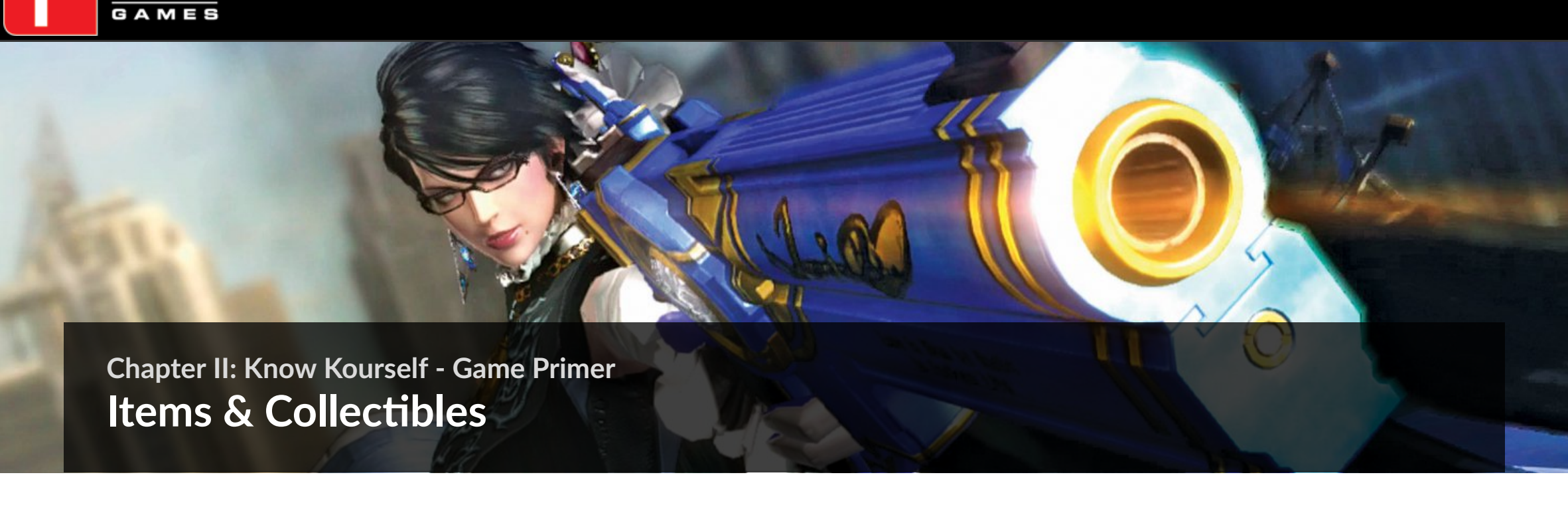
Quick Time Events take place during extremely climactic in-game sequences, such as cutscenes or Infernal Demon Summons! These require timed or repeated button presses (or movements of the Left Analog Stick) while the sequence is playing onscreen. Match the prompt shown onscreen to clear the event and progress with the game.



Chapter II: Know Kourself - Game Primer

Boss Battles

Boss Battles are a fight against a particularly powerful enemy! This enemy might sport a large vitality meter, extra-fast techniques, extra-powerful attacks, or (usually) all of the above! It will take all of your skills to defeat these exceptional foes. Win Boss Battles to gain a Halo bonus.



Chapter II: Know Kourself - Game Primer

Items & Collectibles

The many items in *Bayonetta 2* allow Bayonetta to get a leg up on her foes. Some are used immediately, some are used in specific situations, and some are just nice to keep around.

CURRENCY

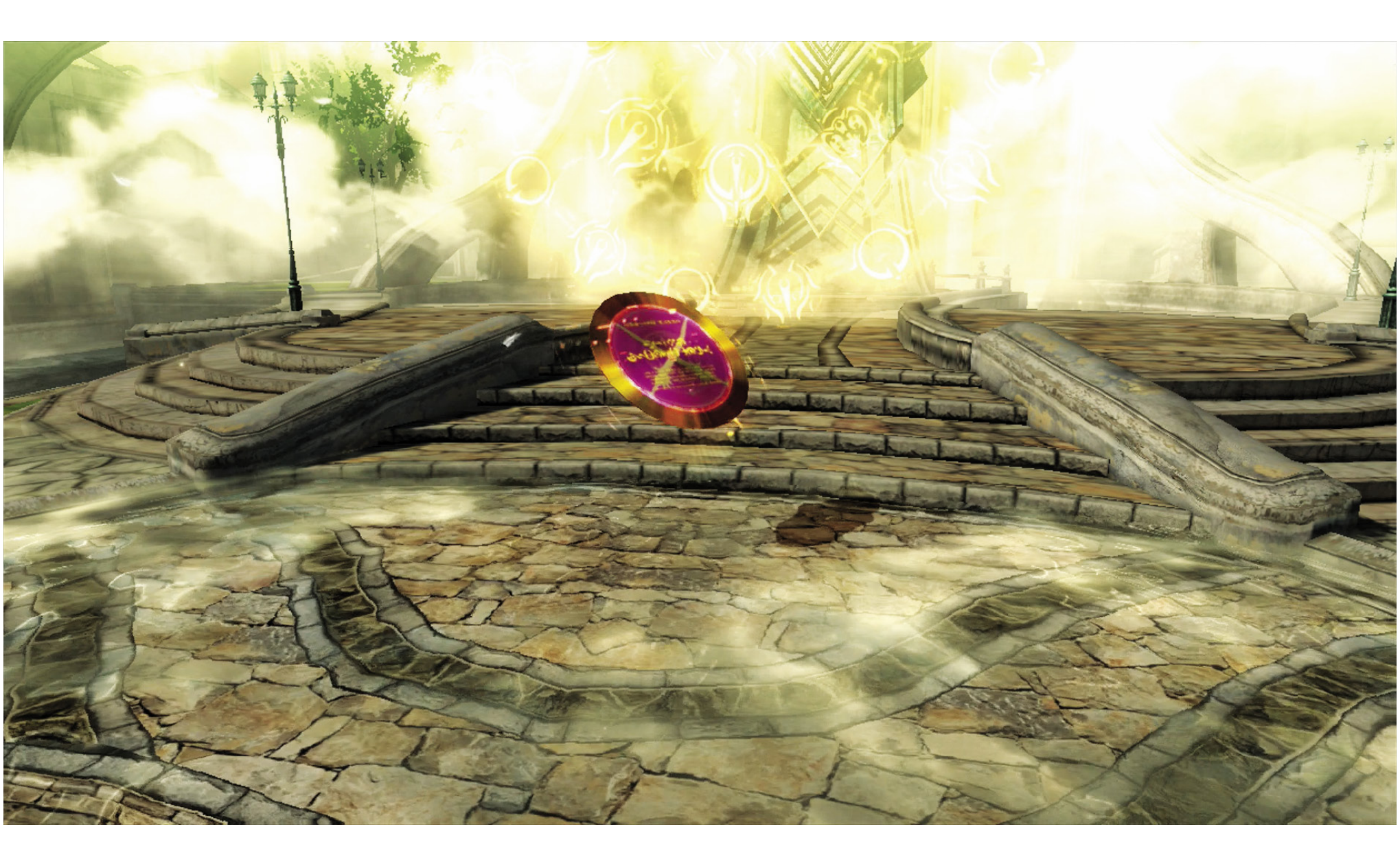
with the Panther Within!
press ZR twice.)

HALOS AND ORBS

Found by defeating angels and infernals respectively, Halos and Orbs can be used as currency in The Gates of Hell to buy new techniques, items, and more.

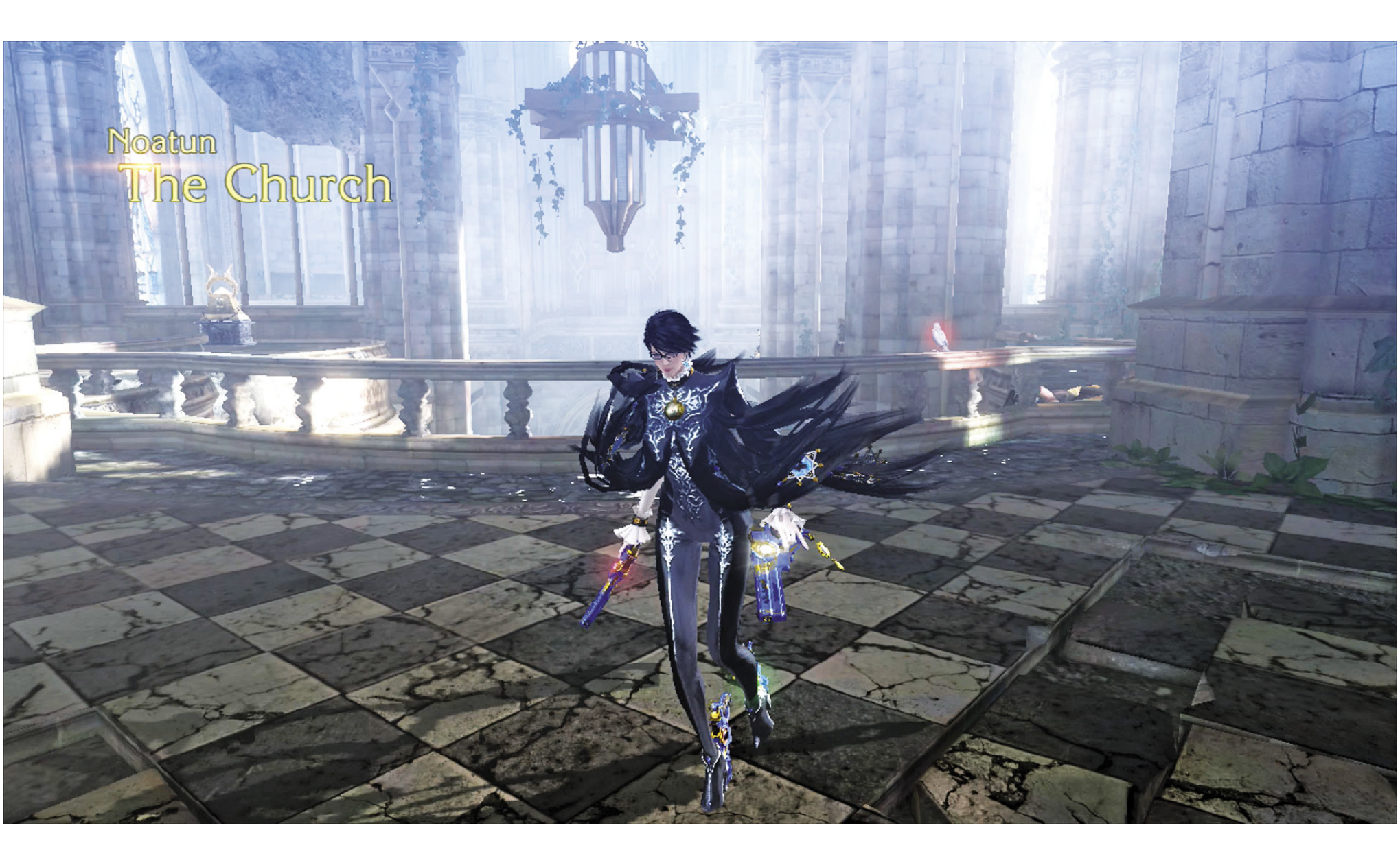
COLLECTIBLES

As you go through the game, keep an eye out for these collectible items! Each one you gather benefits you in some way.



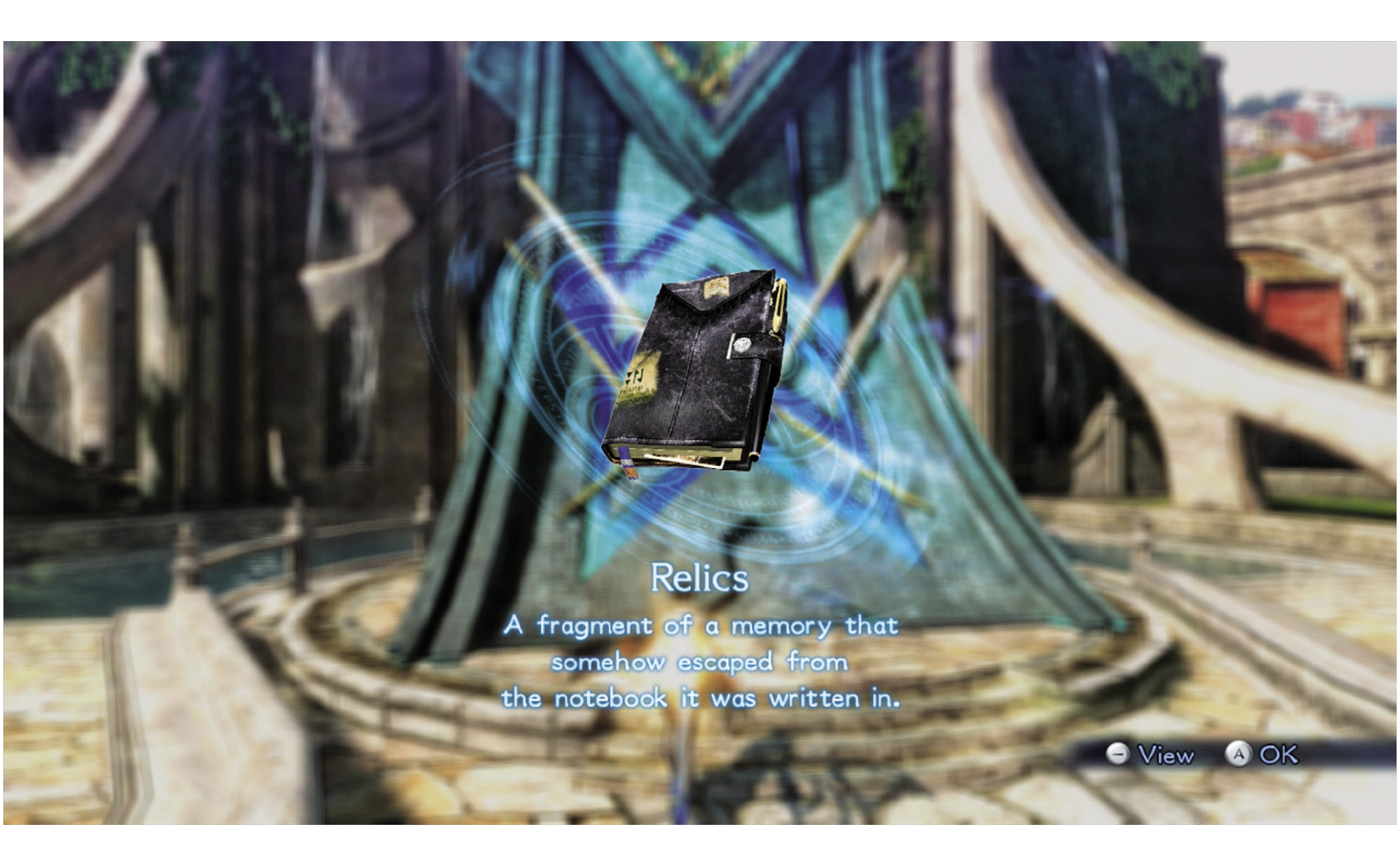
ANGELIC HYMNS GOLD LPS

LPs can be found whole or in pieces throughout the game. Once you grab a whole LP, take it to The Gates of Hell so that Rodin can fashion it into a new weapon for Bayonetta to use.



UMBRAN CROWS

Umbran Crows are scattered throughout the game in hard-to-reach places. When you find one, quickly scamper up to it and press the Action button to collect it! Collecting Umbran Crows gives stamps to use in Miiverse posts. Catching them all also yields rewards.

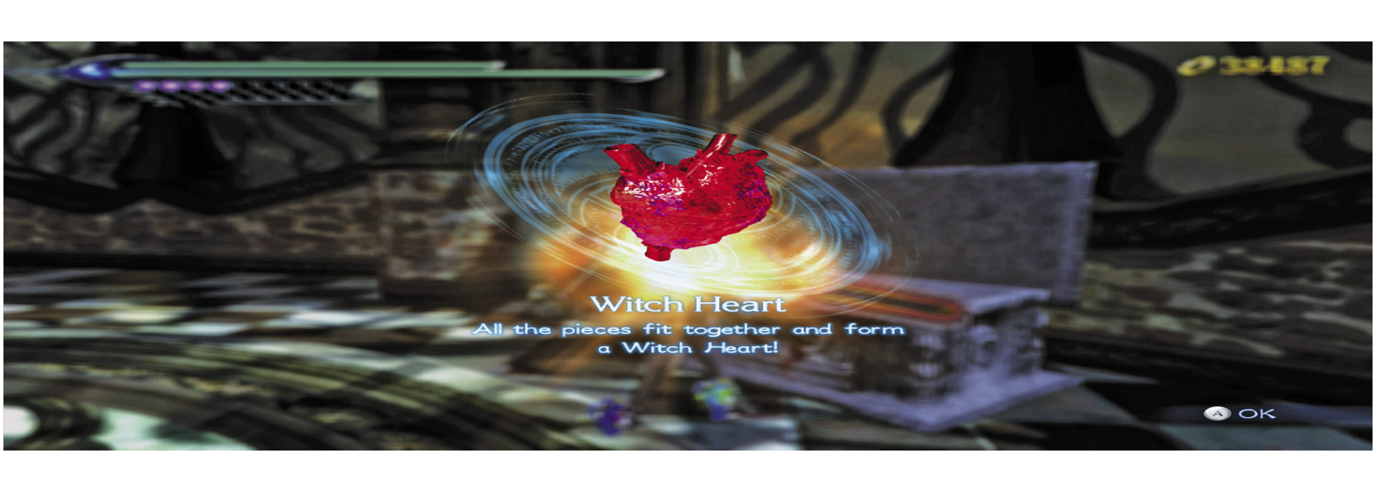


Relics

A fragment of a memory that somehow escaped from the notebook it was written in.

JOURNAL’S ECHOES

Journal’s Echoes appear in several places over the course of Bayonetta’s journey. Collect them all to gain insights into the story and world of *Bayonetta 2*.

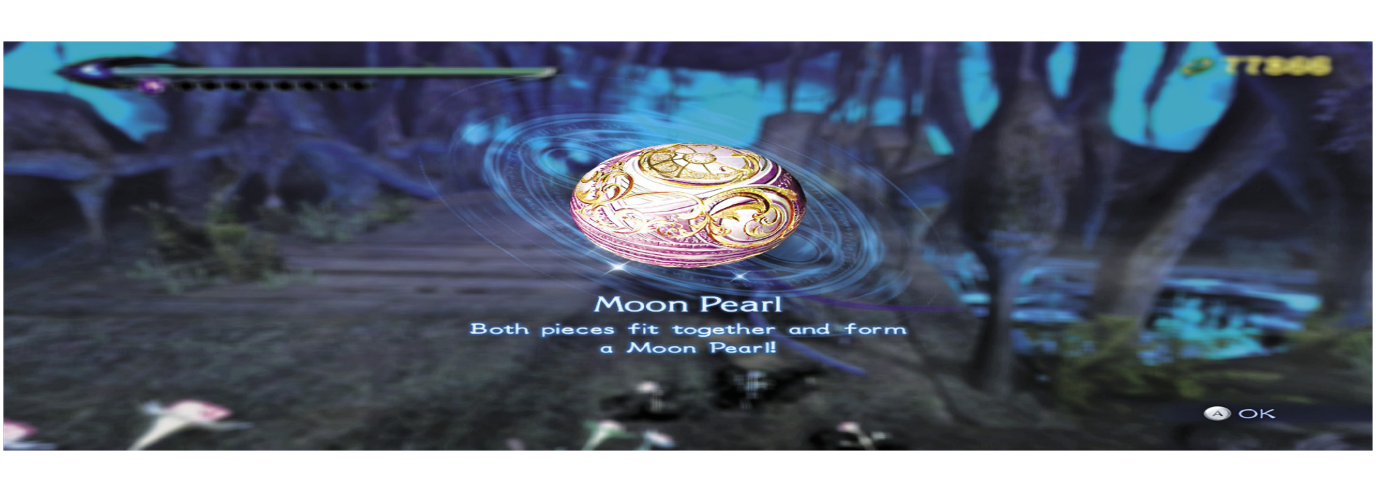


Witch Heart

All the pieces fit together and form a Witch Heart!

BROKEN WITCH HEARTS

Collect four Broken Witch Hearts to combine them into a Witch Heart, which increases Bayonetta’s maximum vitality. You can also buy full Witch Hearts at The Gates of Hell.



Moon Pearl

Both pieces fit together and form a Moon Pearl!

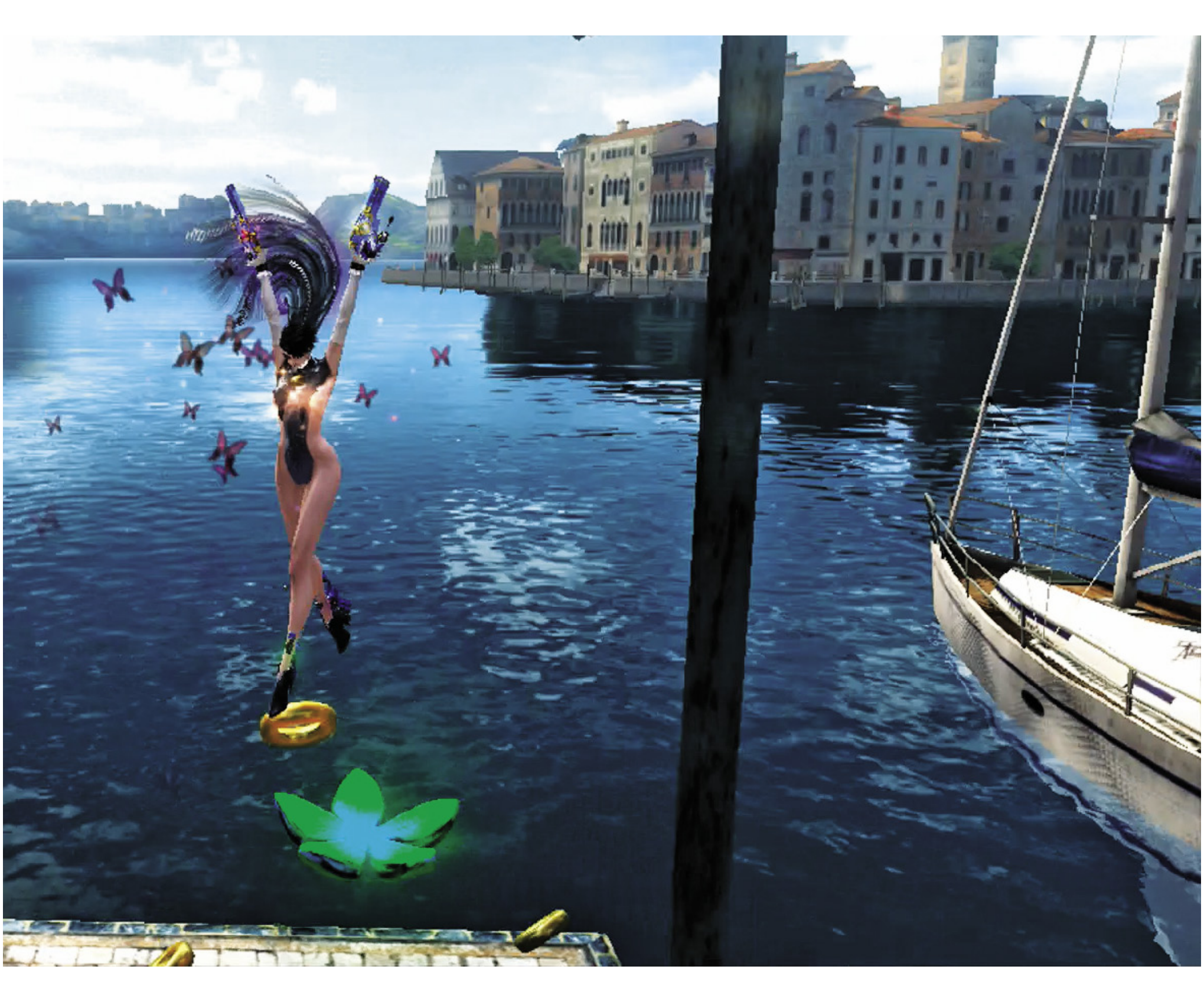
BROKEN MOON PEARLS

Collect two Broken Moon Pearls to combine them into a Moon Pearl, which increases Bayonetta’s maximum magic. You can also buy full Moon Pearls at The Gates of Hell.

CONSUMABLES

Consumable items can restore or augment Bayonetta’s abilities.

IMMEDIATE CONSUMABLES



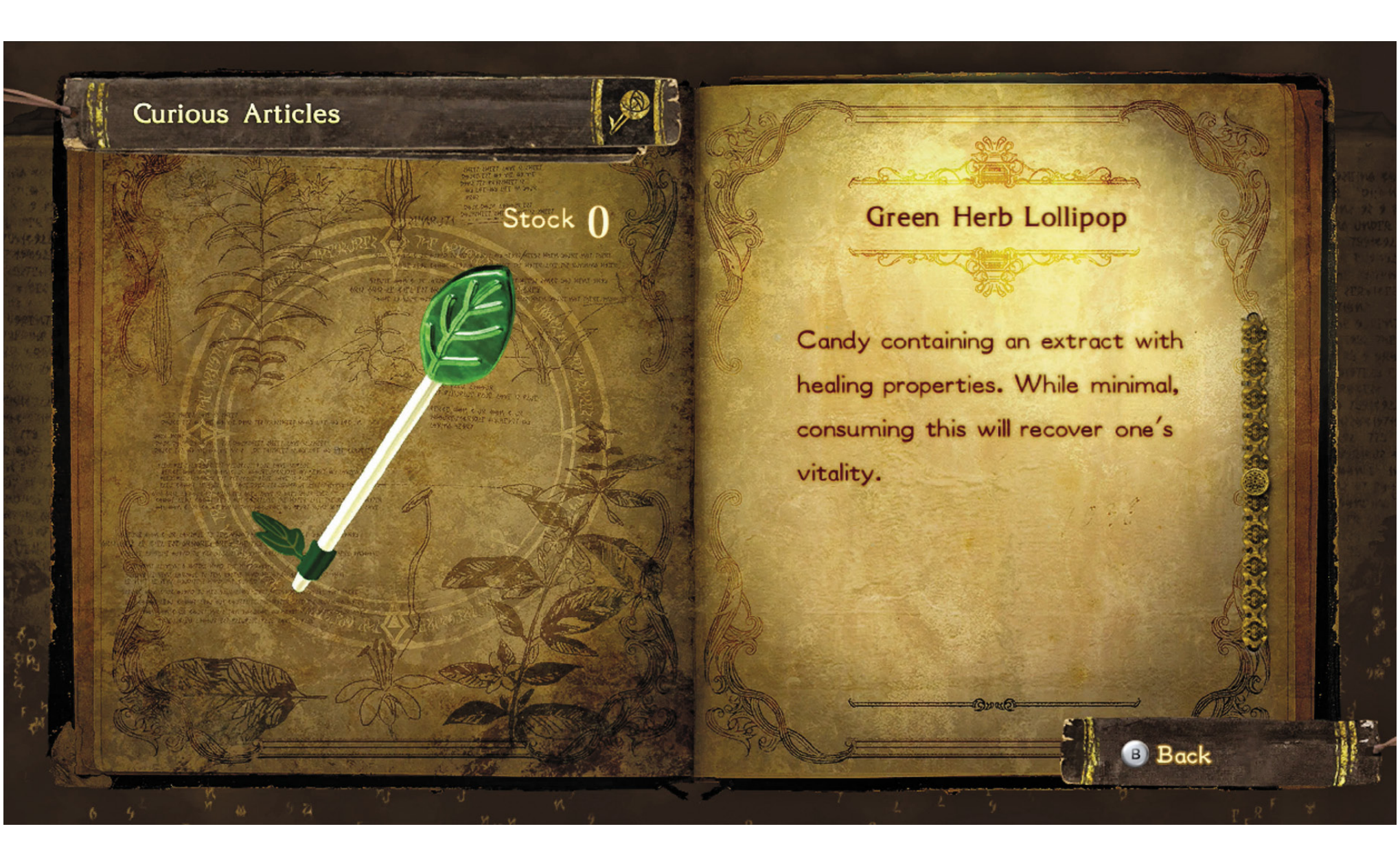
GREEN LAURELS

Green Laurels restore Bayonetta’s vitality. You can find these from breakables in stages, or dropped from defeated enemies.The larger the Laurel acquired, the more vitality is restored.

PURPLE BUTTERFLIES

Purple Butterflies restore Bayonetta’s magic. You can find these from breakables in stages, or dropped from defeated enemies. The larger the Butterfly acquired, the more magic is restored.

EQUIPPABLE CONSUMABLES



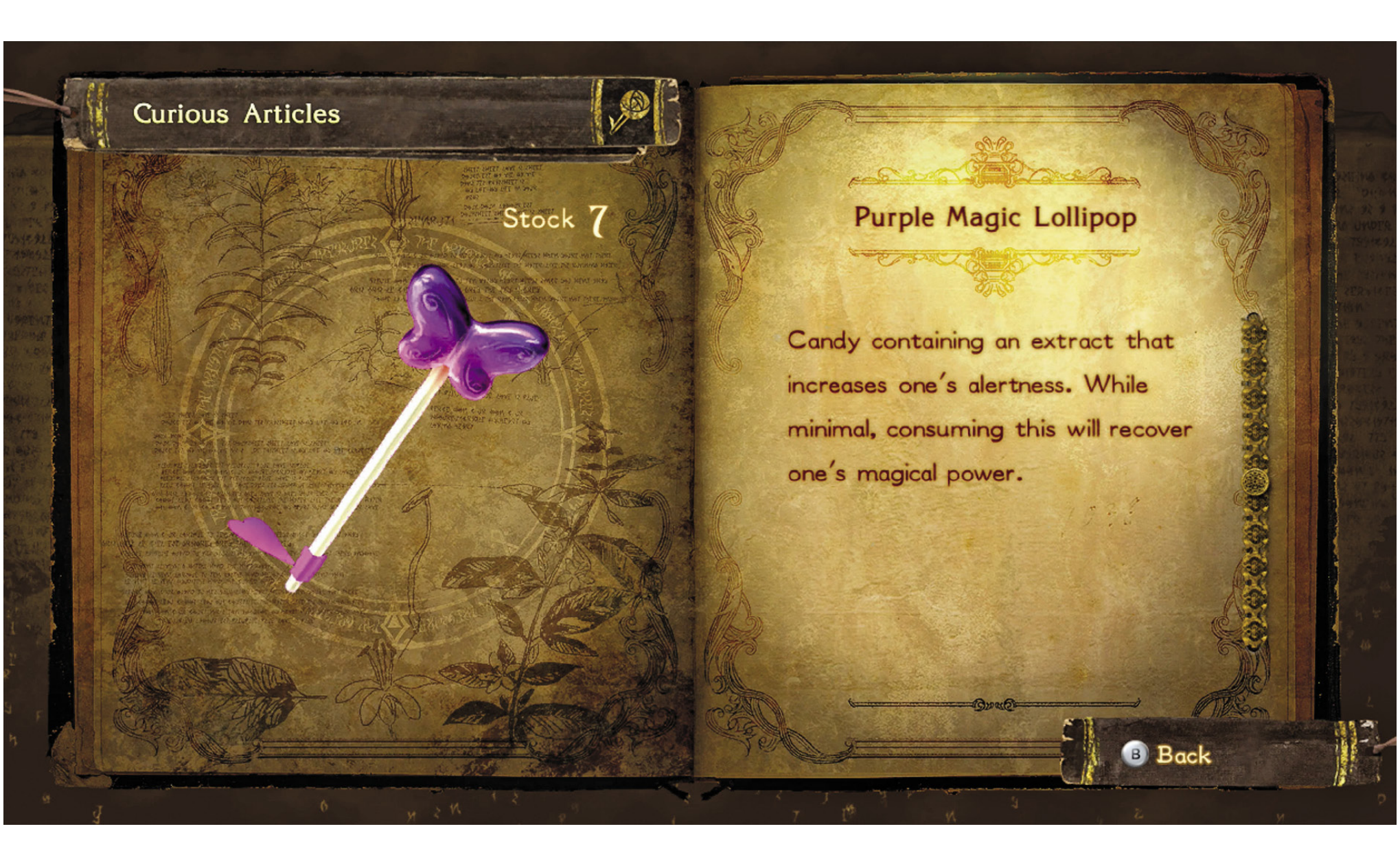
Green Herb Lollipop

Candy containing an extract with healing properties. While minimal, consuming this will recover one’s vitality.

GREEN HERB LOLLIPOP

MEGA GREEN HERB LOLLIPOP

These lollipops restore Bayonetta’s vitality, with the mega variety restoring more. These are good for when you take an unexpected hit, or want to stock up on vitality for a boss battle.



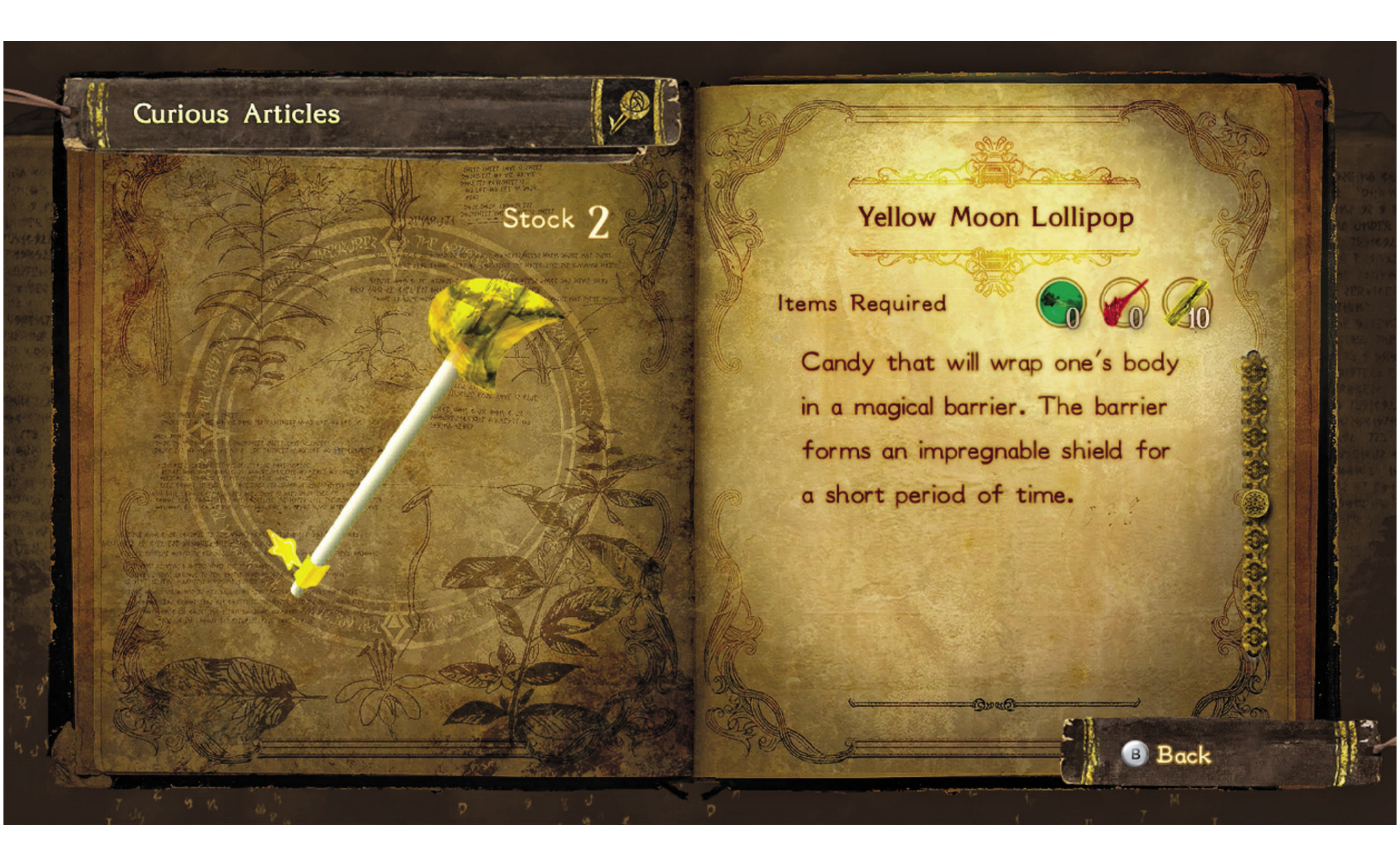
Purple Magic Lollipop

Candy containing an extract that increases one’s alertness. While minimal, consuming this will recover one’s magical power.

PURPLE MAGIC LOLLIPOP

MEGA PURPLE MAGIC LOLLIPOP

These lollipops restore Bayonetta’s magic, with the mega variety restoring more. Use these when you need that extra power boost while fighting multitudes of foes—or just one really powerful one!



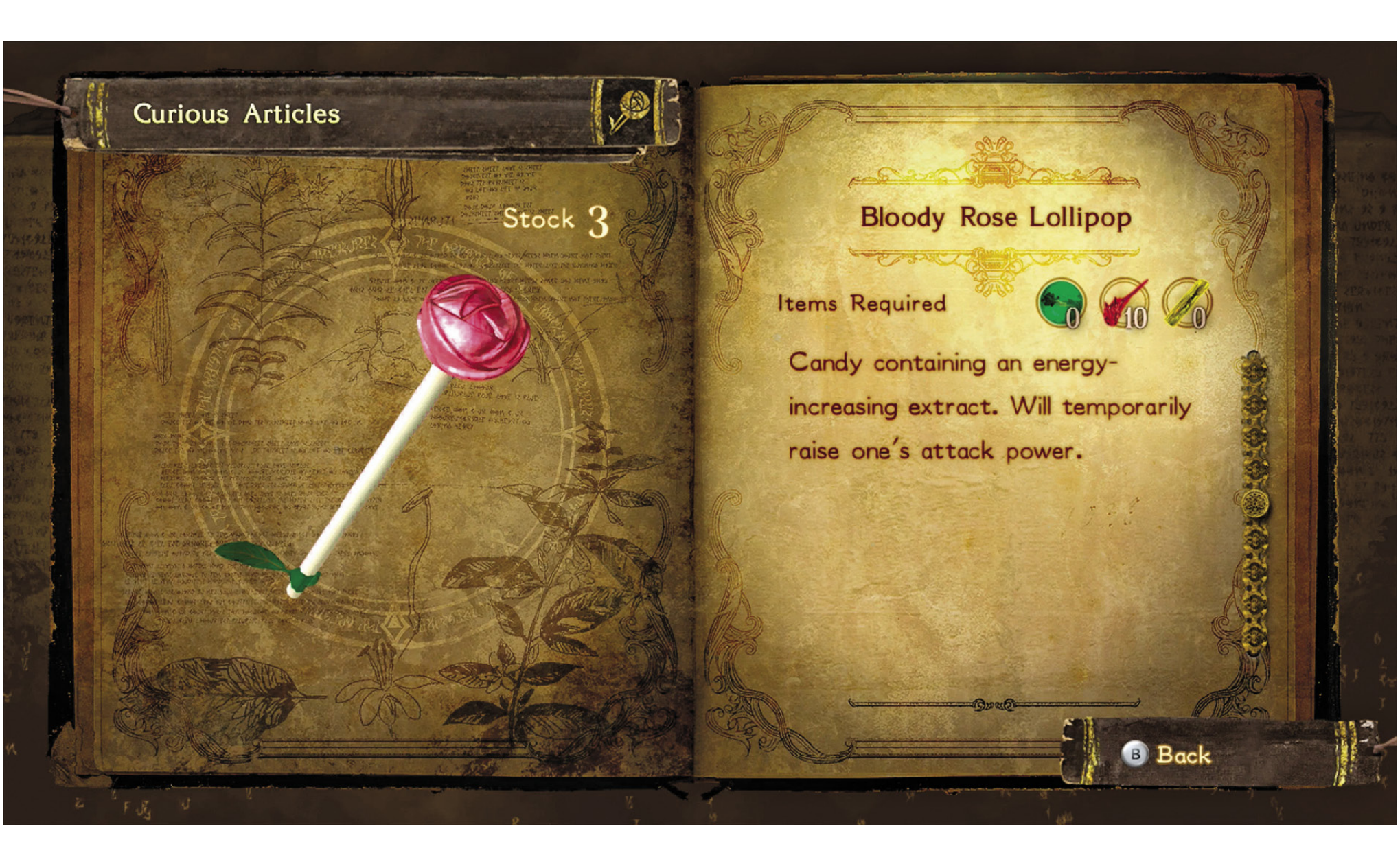
Yellow Moon Lollipop

Candy that will wrap one’s body in a magical barrier. The barrier forms an impregnable shield for a short period of time.

YELLOW MOON LOLLIPOP

MEGA YELLOW MOON LOLLIPOP

Consume yellow lollipops to make Bayonetta invincible for a short time. The mega variety lasts longer. These are good for if you’re really stuck during combat, and just need a breather.



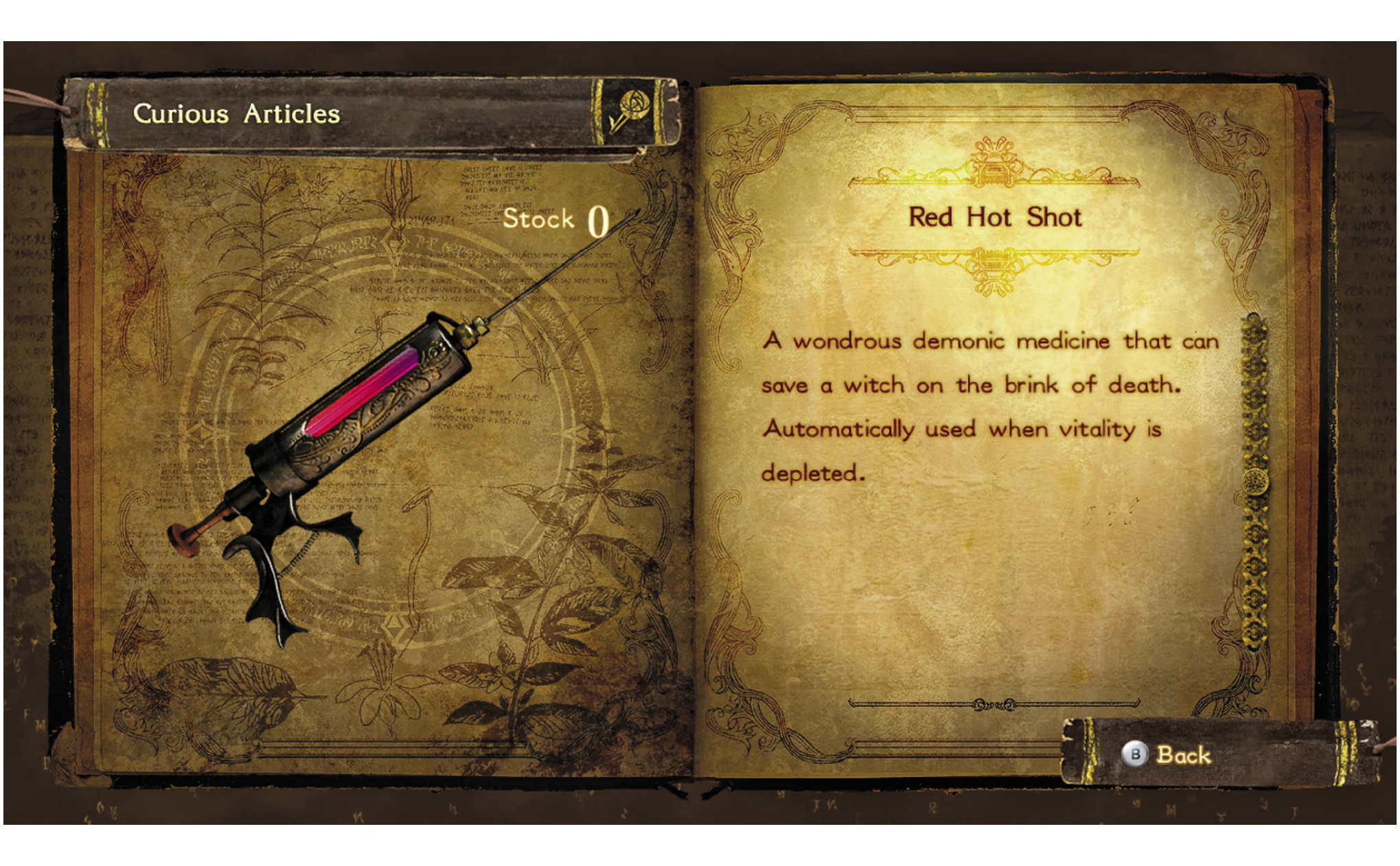
Bloody Rose Lollipop

Candy containing an energy-increasing extract. Will temporarily raise one’s attack power.

BLOODY ROSE LOLLIPOP

MEGA BLOODY ROSE LOLLIPOP

These lollipops augment Bayonetta’s attack power for a short time. The mega variety lasts longer. When you want your enemies gone from the screen as quickly as possible, call on these.

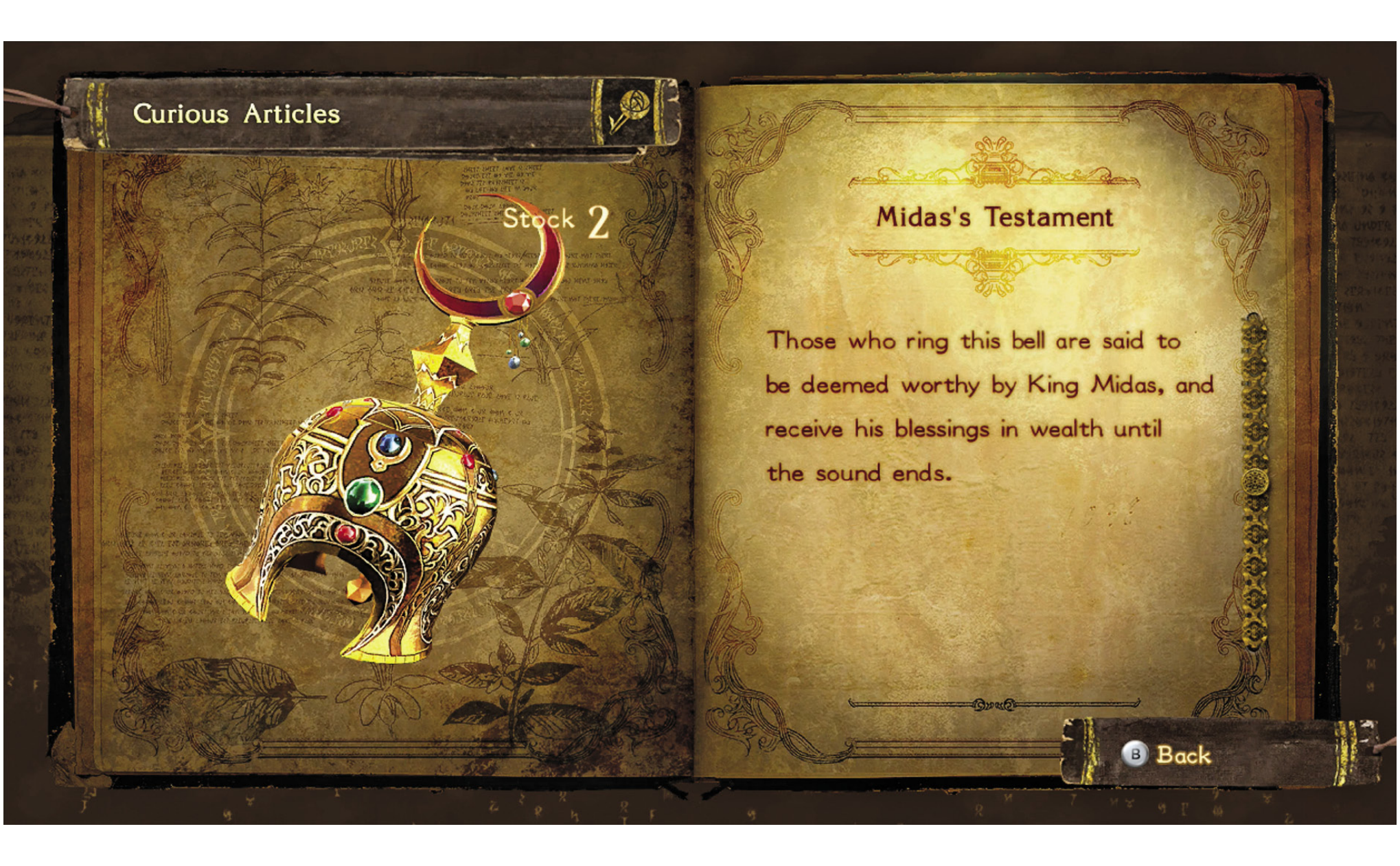


Red Hot Shot

A wondrous demonic medicine that can save a witch on the brink of death. Automatically used when vitality is depleted.

RED HOT SHOT

If Bayonetta falls in battle, use a Red Hot Shot to avert a Game Over (and a trip to the Continue screen). Get back in the fight quickly!



Midas's Testament

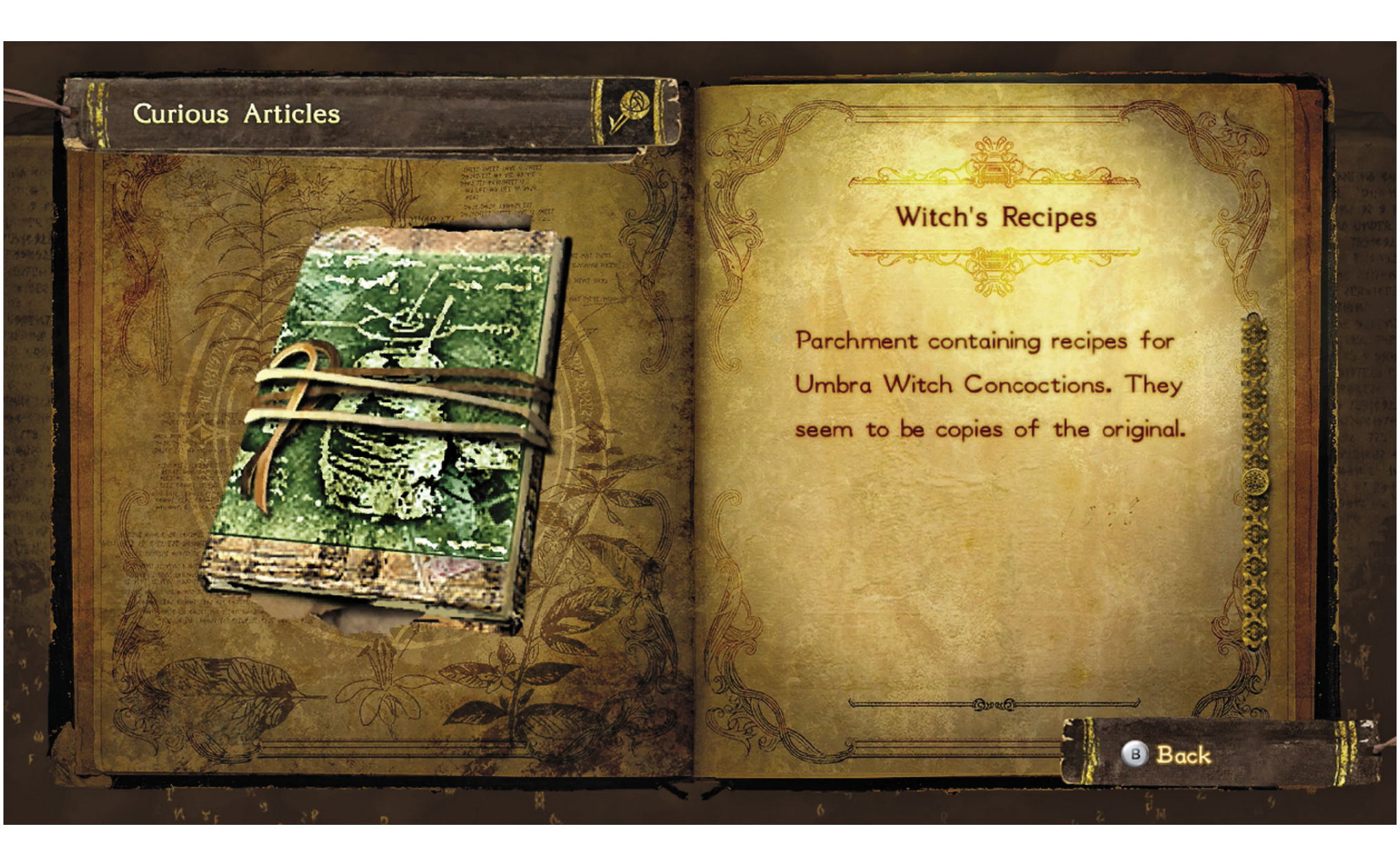
Those who ring this bell are said to be deemed worthy by King Midas, and receive his blessings in wealth until the sound ends.

MIDAS’S TESTAMENT

Use one of these, and for a short time, all attacked enemies will yield Halos (or Orbs) with every hit. Rack up the cash for use at The Gates of Hell!

CONCOCTIONS

You can Concoct consumable items from three collectible ingredients. Collect as any of these as you can throughout the game in order to mix them into various items!



Witch's Recipes

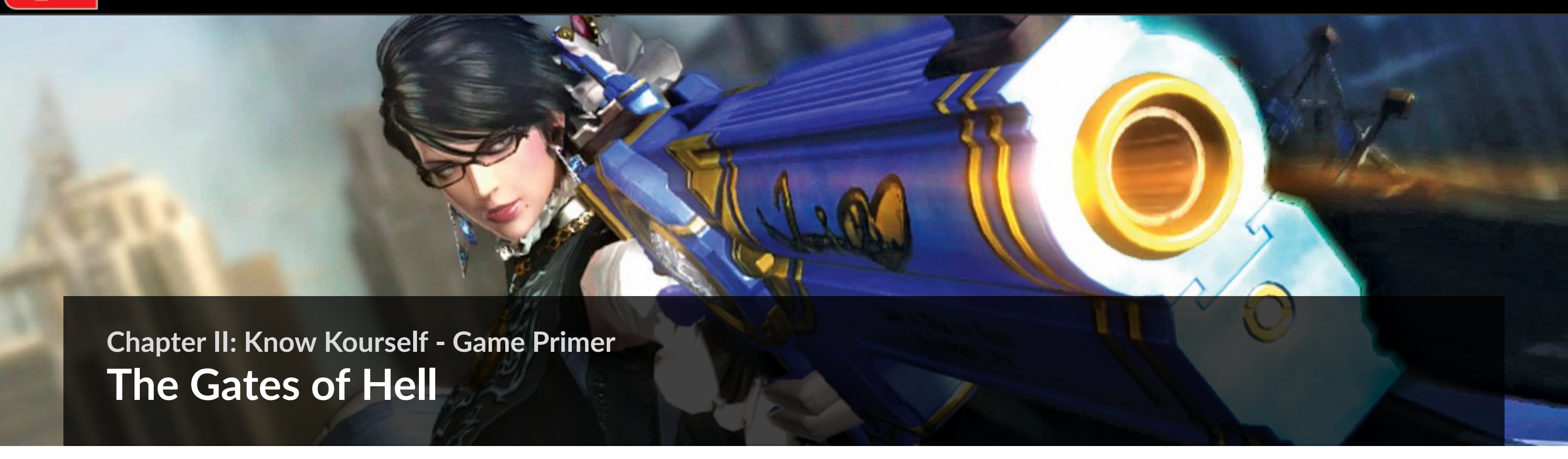
Parchment containing recipes for Umbra Witch Concoctions. They seem to be copies of the original.

RECIPES

The three ingredients used for Concocting new items into Witch’s Recipes are Mandragora Root (green), Unicorn Horn (red), and Baked Gecko (yellow). They have no other in-game use.

Below are the recipes used to create various items, and the ingredients required.

CONCOCTION	INGREDIENTS
Green Herb Lollipop	10 MANDRAGORA ROOT / 0 UNICORN HORN / 0 BAKED GECKO
Mega Green Herb Lollipop	15 Mandragora Root / 0 Unicorn Horn / 0 Baked Gecko
Purple Magic Lollipop	5 Mandragora Root / 5 Unicorn Horn / 0 Baked Gecko
Mega Purple Magic Lollipop	10 Mandragora Root / 5 Unicorn Horn / 0 Baked Gecko
Bloody Rose Lollipop	0 Mandragora Root / 10 Unicorn Horn / 0 Baked Gecko
Mega Bloody Rose Lollipop	0 Mandragora Root / 15 Unicorn Horn / 0 Baked Gecko
Yellow Moon Lollipop	0 Mandragora Root / 0 Unicorn Horn / 10 Baked Gecko
Mega Yellow Moon Lollipop	0 Mandragora Root / 0 Unicorn Horn / 15 Baked Gecko
Midas's Testament	10 Mandragora Root / 10 Unicorn Horn / 10 Baked Gecko



The Gates of Hell

FOR ALL YOUR WITCH’S NEEDS!

Rodin, the coolest cat in Inferno, runs the The Gates of Hell shop, where witches can buy techniques, accessories, weapons, items, costumes, and other goodies. During your first foray through the game, you’ll be spending a lot of time here, but even after you’ve beaten the game once, The Gates of Hell still has secrets to share...

ACCESSORIES	COST
Selene's Light	100000
Infernal Communicator	100000
Pulley's Butterfly	100000
Star of Dinéta	100000
Evil Harvest Rosary	100000
Gaze of Despair	100000
Mallet of Rewards	100000
Moon of Mahaa-Kalaa	200000
Earrings of Ruin	500000
Immortal Marionette	100000
Bracelet of Time	200000
Climax Brace 2	500000
Eternal Testimony	500000
Climax Brace	500000

ITEMS	COST
Green Herb Lollipop	2000
Mega Green Herb Lollipop	3500
Purple Magic Lollipop	5000
Mega Purple Magic Lollipop	8000
Bloody Rose Lollipop	5000
Mega Bloody Rose Lollipop	8000
Yellow Moon Lollipop	3000
Mega Yellow Moon Lollipop	5000
Midas's Testament	5000
Red Hot Shot	5000
Witch Heart	30000*
Moon Pearl	30000*

TECHNIQUES	COST
Stiletto	20000
Heel Slide	20000
After Burner Kick	20000
Tetsuzanko	30000
Heel Stomp	30000
Witch Strike	15000
Witch Twist	15000
Heel Tornado	15000
Breakdance	15000
Charge Bullet	20000
Bat Within / Moth Within / Hornet Within	30000
Crow Within / Owl Within / Falcon Within	20000
Umbran Spear	20000

WEAPONS	COST
Rakshasa Alt. / Rasetsu Alt.	29800
Undine Alt. / Rusalka Alt.	49800
Salamandra Alt. / Agni Alt.	69800
Alruna Alt.	89800

RODIN'S TREASURES	COST
Umbran Elegance (Rakshasa)	30000
Umbran Elegance (Kafka)	30000
Umbran Elegance (Chernobog)	30000
Umbran Elegance (Takemikazuchi)	30000
Umbran Elegance (Chain Chomp)	30000
Super Mirror 2	100000
Couture Bullet (Schoolgirl)	100000
Couture Bullet (Police Woman)	100000
Couture Bullet (Witch Apprentice)	100000
Couture Bullet (Metal Witch)	100000
Couture Bullet (Dress)	100000
Couture Bullet (Uniformed) [Jeanne Only]	100000
Super Mirror 64-2	100000
Couture Bullet (Mushroom Kingdom Princess)	100000
Couture Bullet (Sarasaland Princess)	100000
Couture Bullet (Hero of Hyrule)	100000
Couture Bullet (Galactic Bounty Hunter)	100000
Super Mirror	100000
Couture Bullet (Old-Old Hairstyle)	100000
Couture Bullet (Nun-Old Hairstyle)	100000
Couture Bullet (Uniformed-Old Hairstyle) [Jeanne Only]	100000
Super Mirror 64	100000
Couture Bullet (Sarasaland Princess-Old Hairstyle)	100000
Couture Bullet (Hero of Hyrule-Old Hairstyle)	100000
Couture Bullet (Galactic Bounty Hunter-Old Hairstyle)	100000
Platinum Ticket	9999999

*(Gradually increases to 100000 with each purchase. Only 5 Witch Hearts and 8 Moon Pearls can be bought before becoming sold out.)

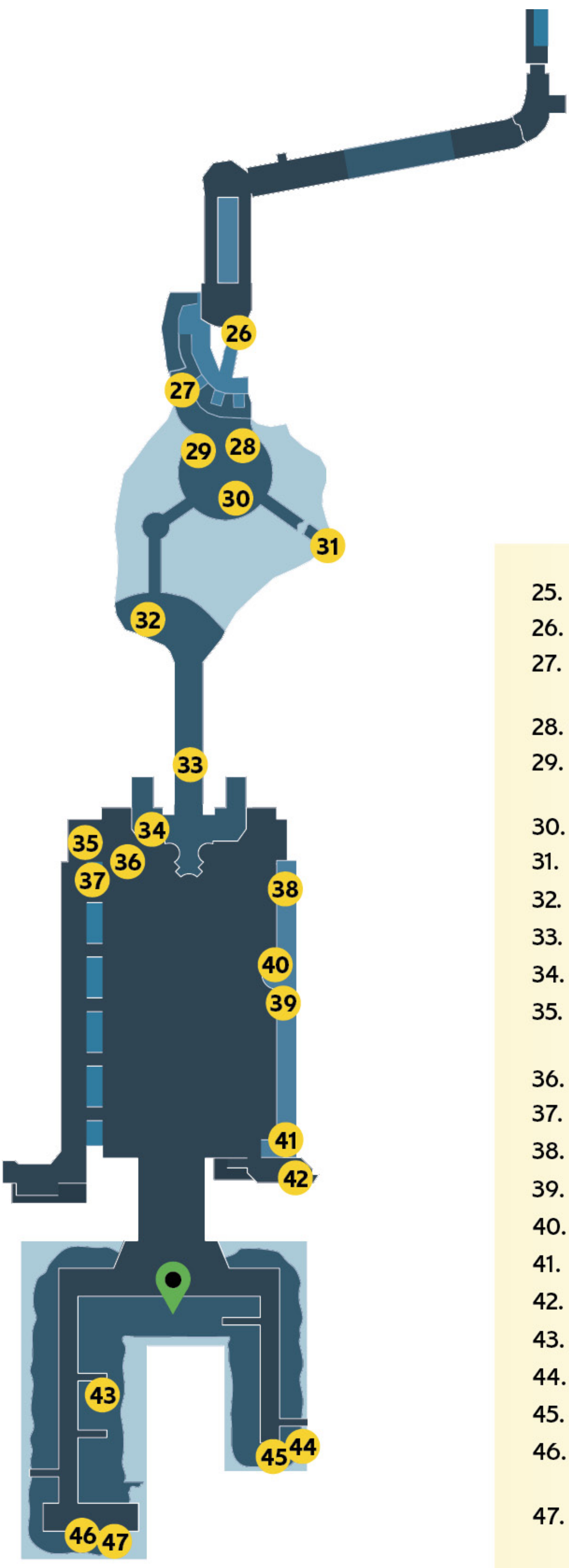
How to Use This Walkthrough

Bayonetta 2's Story mode is organized as follows: Records of Time, Prologue, and 16 Chapters, and the Lost Chapter (consisting of five Witch Trials). This section of this guide shows you how to navigate through the Chapters, locate all hidden collectibles, and beat every Verse in every Chapter.

MAPS

The 16 Story Chapters contain maps when applicable, showing the locations of all Verses. Number callouts point to locations on the maps, referring to specific parts of the walkthrough denoting key points of interest, collectibles, or helpful navigation advice.

Every map includes a key to illustrate what all of the numbers mean. For select stages, a green marker denoting the starting point is provided.



25. BROKEN WITCH HEART (4/40)
26. (STANDARD) VERSE 4
27. (MUSPELHEIM) VERSE 3: Yields Broken Moon Pearl (2/16)
28. GREEN HERB LOLLIPOP
29. BROKEN WITCH HEART (10/40) (underneath)
30. STANDARD (VERSE 2)
31. BROKEN WITCH HEART (3/40)
32. JOURNAL'S ECHO
33. JOURNAL'S ECHO
34. BROKEN WITCH HEART (2/40)
35. (MUSPELHEIM) VERSE 1: Yields Broken Witch Heart (1/40)
36. UMBRAN CROW (2/20)
37. JOURNAL'S ECHO
38. BLOODY ROSE LOLLIPOP
39. JOURNAL'S ECHO
40. BROKEN MOON PEARL (1/16)
41. GREEN HERB LOLLIPOP
42. PURPLE MAGIC LOLLIPOP
43. HALOS
44. UMBRAN CROW (1/20)
45. YELLOW MOON LOLLIPOP
46. BROKEN WITCH HEART (9/10) (Underneath)
47. JOURNAL'S ECHO

VERSE GUIDES

The walkthrough places special emphasis on the ranked Verses that appear in each Chapter. When you reach a Verse location, the guide indicates which Verse you've reached and shows the score requirements necessary to achieve specific medal ranks across all difficulties, along with what enemies you'll face on 1st Climax through 3rd Climax difficulty and on ∞ Climax difficulty. The text details any useful advice about fighting enemies at that location, including suggested weaponry to use, and useful tips on how to obtain the coveted Pure Platinum rank in the majority of Verses.

All Verses are detailed in their own Verse sections, whether they are standard Verses that you come across if you progress straight through a Chapter, secret Verses that require you to backtrack through an area to activate them, or the hidden Muspelheim portal Verses scattered through every Chapter.

Be Forewarned

This is a spoiler-light Walkthrough, but enemy reveals and whatnot can give away some details!

DIFFICULTY BREAKDOWNS

Most battles change entirely when playing on ∞ Climax difficulty, providing extra or different enemies that you normally would not encounter on lower difficulty settings. For those sections, the guide contains specific advice for dealing with those types of situations.

ENEMY SPOTLIGHT

As you progress through the game, you encounter new types of enemies. We highlight these new encounters—the battles that introduce enemy types—and go into greater detail on how to defeat these new foes.

Note

Pure Platinum tips assume that you've played through the game at least once, and are coming in with the advantages (such as armaments) that such a situation provides. Check the Know Your Potential (Combat Primer: Advanced) section for weapons and accessories that can help you prepare to achieve these ranks.

Tip

These tip boxes are placed in the walkthrough whenever there are special strategies relevant to specific points in a stage. Just as in The Gates of Hell, whenever you need that extra edge, look for a face you can trust.

UMBRAN RESTING PLACES

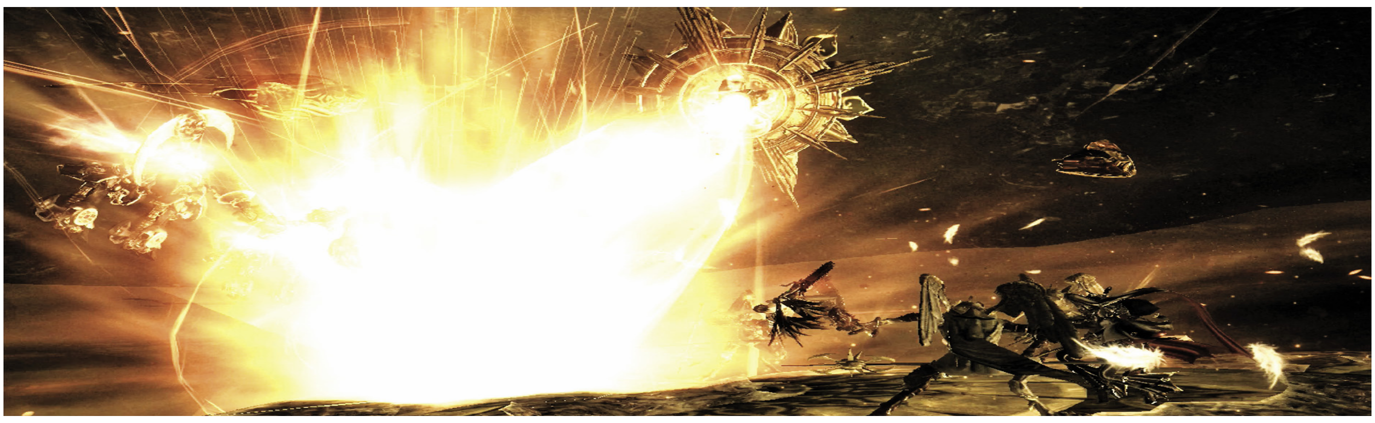
The special Umbran Witch Resting Places contain upgrades and restorative items. However, before you can open them, you must collect their scattered pieces. Boxouts show strategies for collecting these in an efficient manner.

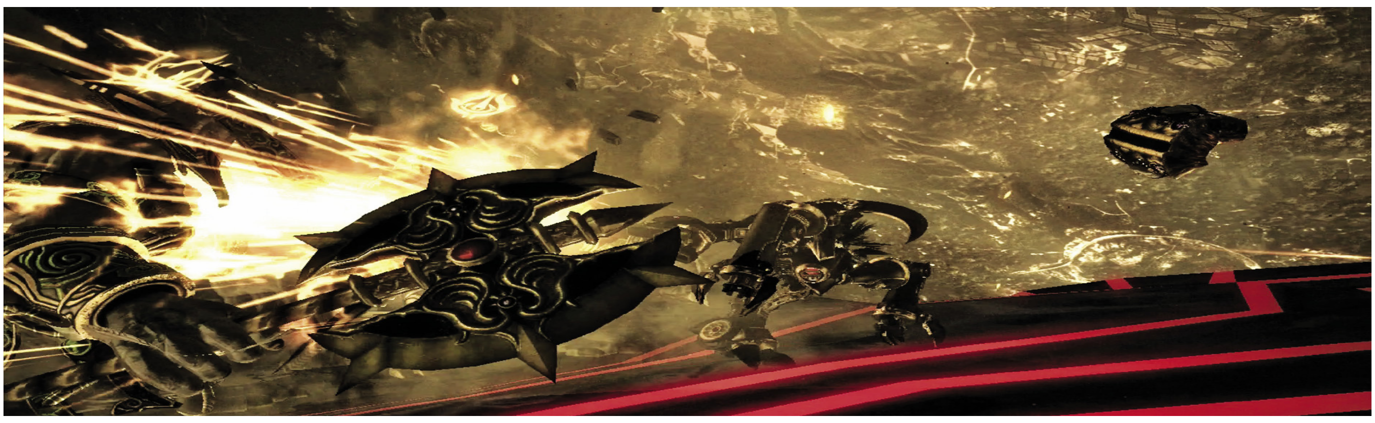
LOST CHAPTER AND TAG CLIMAX

Even after completing Story mode, there's still more *Bayonetta 2* to be had in Lost Chapter and Tag Climax. Two more walkthrough chapters cover these special modes, once again listing the medal ranking requirements and any pertinent information about what to expect during these missions.

Chapter V: Know Your Journey - Walkthrough

Records of Time: The End





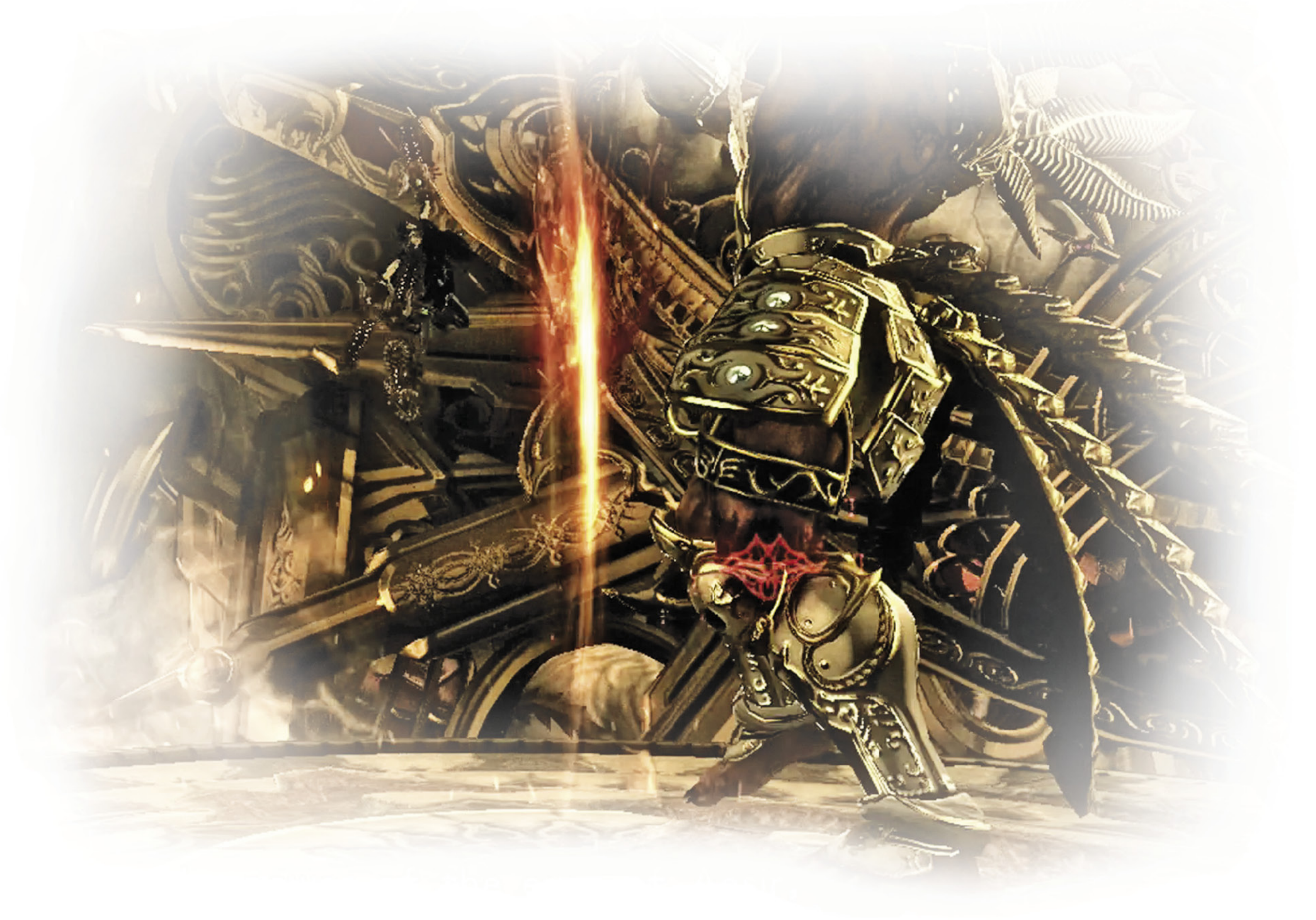
1ST CLIMAX/2ND CLIMAX3RD CLIMAX/∞ CLIMAX

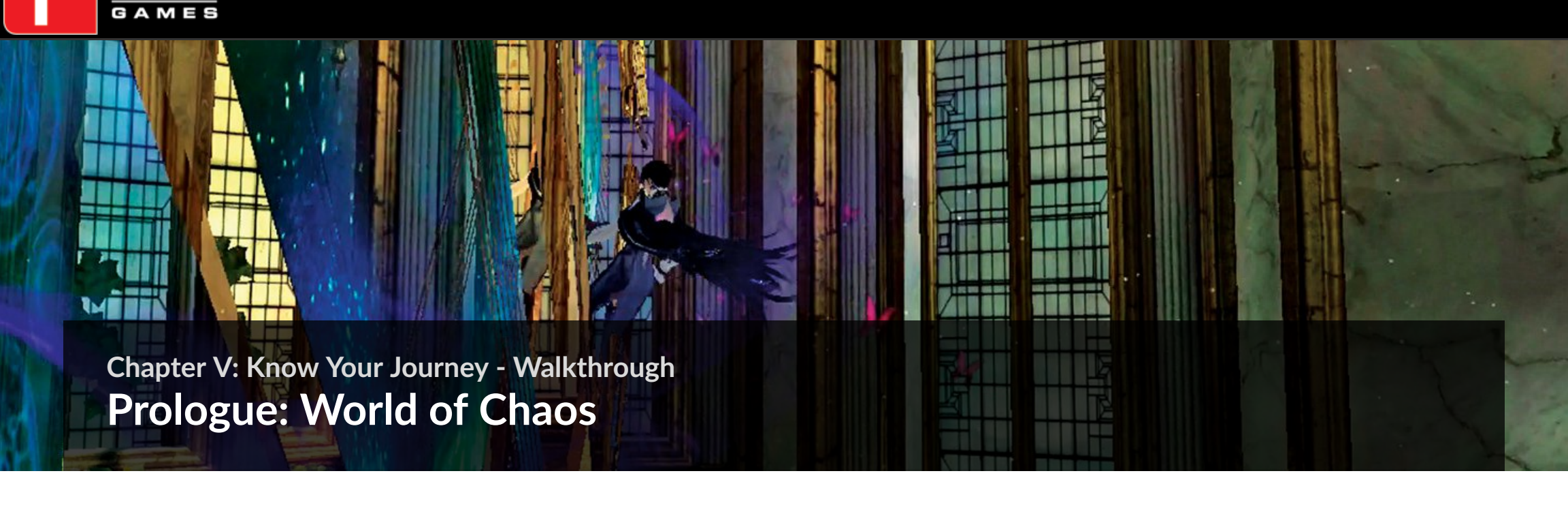
This battle is completely unranked—it doesn't even show up in the Play History Menu! If you're seeing this mission, you're likely a first-time player (or at least are playing from a clean save file). As such, your only mission is to familiarize yourself with the style of the game and the basic actions that Bayonetta can perform. Try out a few combos, and see which button sequences lead to combos that you're personally comfortable with. This will be valuable knowledge to take with you into the game proper.

Watch out for hazards out of your reach, such as this giant laser. Dodge out of the way!

Further into the Records of Time, Bayonetta calls upon the powerful Umbran Armor, which you'll see again much later in the game. Enjoy the fleeting taste of power!

The last battle pits Bayonetta against the titanic angel Valiance. Avoid his slow sword swings and fight back using Bayonetta's air combat tactics!





Chapter V: Know Your Journey - Walkthrough

Prologue: World of Chaos

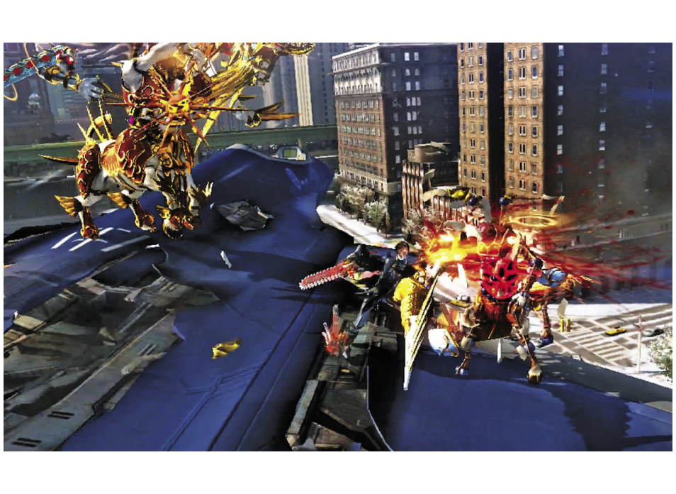
Just like the Records of Time, the Prologue throws players directly into the action—after a lengthy scenario-setting opening cutscene, of course. Enjoy the theatrics, then get to work.

VERSE 1

ENEMY SPOTLIGHT: Acceptance

Acceptances come in two varieties: spear-wielders and harp-wielders. Spear wielders approach Bayonetta, giving quick swings of their spears. Harp wielders fire their arrows into the sky, which in turn home in on Bayonetta and rain down divine wrath. The arrows are actually the easier of the two to dodge, due to a large golden circle appearing on the ground where the fired arrows are about to land.

PHASE 1



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

Enemies: Acceptance (Spear) x3

Acceptances are great enemies to practice on when it comes to dodging and retaliating during Witch Time. In fact, you're given a tutorial that walks you through the basics of doing just that!

If this is your first playthrough, you'll be using standard handguns. Simply dodge enemy attacks and counter with your own.

∞ CLIMAX

Enemies: Acceptance (Spear) x3, Fidelity x1

The Acceptances are joined by a Fidelity, meaning that you have to watch out for even faster movements and attacks! Try dodging the Acceptance's spear swings, then going for the Fidelity during Witch Time so it never even has a chance to mount an offense against you.

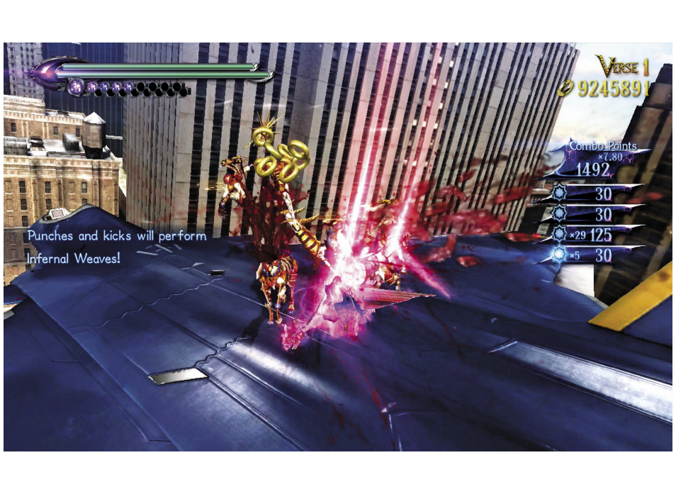
GO FOR PURE PLATINUM!

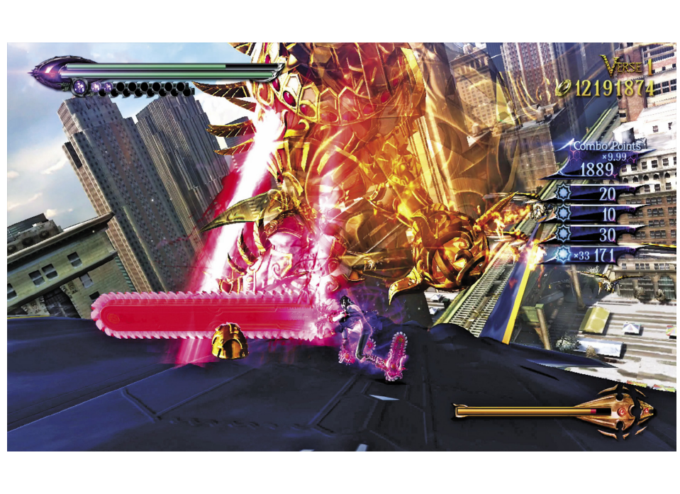
SUGGESTED WEAPONS: Salamandra (Arms & Legs)

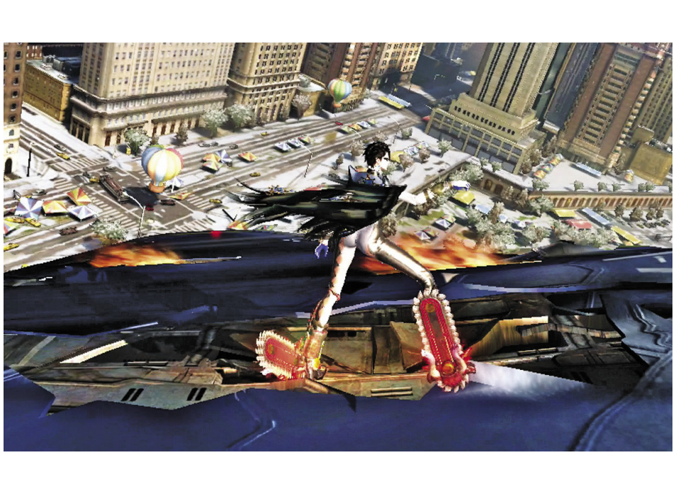
The Salamandra makes short work of Acceptances (and most other enemies) wherever they may lie. Hold down the P or K buttons as you attack for longer slices that yield more points, dodging when and where necessary.

If this is your first playthrough, Rodin switches out your handguns for the Love Is Blue. Yay! Now you've got real guns that you can wreak maximum havoc on angels with!

PHASE 2







1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

Enemies: Acceptance (Spear) x8

The last phase was just a taste of what was to come in this one! You face even more Acceptances now. Fortunately they come in waves—you never face more than three at a time. Dodge their attacks and hit them with your best shots.

If you're playing this for the first time, the game invites you to try building up your magic gauge for Torture Attacks and Umbran Climax. Try them out, and take note of their power.

∞ CLIMAX

Enemies: Acceptance (Spear) x6, Urbane x1

An Urbane joins the proceedings, suddenly making the fighting plane feel a whole lot smaller. You'll be dodging a lot in this battle, but the Urbane's attacks are quite slow compared to the Acceptances'.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

Follow the above strategies while slicing up all of your enemies as quickly as possible. For ∞ Climax, equip the Alruna to your legs and hold K during Witch Time or Umbran Climax to down the Urbane and make it an easier target.

When you've cleared out the enemies, hold the Taunt button to give yourself the best chance of keeping your combo alive. Keeping your combo through all three phases is the only way to guarantee getting a Platinum Score medal for the entire Verse.

A Valiance engages you in a Quick Time Event. Press the prompted button as quickly as possible to repel the Valiance, then get ready to fight hand-to-hand once more.

Caution

Keep an eye out for Glamor, who hovers around the plane, watching you like a hawk. He'll try to swipe at you twice—the first time from the front, the next from the side.

PHASE 3

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

Enemies: [LOOPING] Accolade (Spear) x1, Acceptance (Spear) x8

More spears! More spears! A spear-wielding Accolade joins the party, which means you have to watch out for wider spear swings that are, fortunately, slower. Dodge and hit back.

∞ CLIMAX

Enemies: [LOOPING] Acceptance (Harp) x2, Accolade (Hammer) x1, Acceptance (Spear) x4, Accolade (Spear) x1, Accolade (Twin Blades) x1

You have variety of weapon-wielders to deal with here, but again, they won't assault you all at once. The most dangerous of them are the hammer- and twin blades-wielding Accolades. When facing these, do your best not to get crowded into a tight spot, and use other enemies' slower and easier-to-dodge attacks to enter Witch Time and defeat the Accolades without getting into an extended battle.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms & Legs)

As usual, the Salamandra makes great horse fillet. The only trick here while following the above strategies is keeping an eye out for incoming attacks that hit hard while you're trying to get in your extended slices. Don't be afraid to dodge away and fire your gun if you're about to take a hit.

PRO V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:50	0	237370	02:50	0	237370	03:00	0	237370	03:50	0
GOLD	03:10	300	97650	03:10	600	97650	03:20	1200	97650	04:00	2400
SILVER	03:30	600	62720	03:30	1200	62720	03:40	2400	62720	04:10	4800
BRONZE	03:50	900	27790	03:50	1800	27790	04:00	3600	27790	04:20	7200
BOSS BONUS											

VERSE 2

ENEMY SPOTLIGHT: Belief

Beliefs are gigantic enemies who attack with their feet and their massive whip arms. They're slower than you'd think, but faster than you'd hope. Once you receive the Alruna weapon, keeping these guys at bay will be child's play. Until then, dodge their easily telegraphed moves and go up close only when necessary. Up close Belief has the chance to attack with its legs and stomp moves, as well as spit immobilizing slime!

Tip

When Belief approaches, the screen freezes for a split second. Use this moment to press the Evade button and start the fight with a Witch Time advantage!

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

Enemies: Belief x1

You're fighting Belief atop a train. Don't worry, it never runs out of track. The Belief tries to use its massive whip arm to crush you into the train. Dodge whenever the arm gets close, and retaliate during Witch Time. Repeat until Jeanne comes by to provide backup.

Jeanne launches a missile strike on the Belief, knocking it away from the train, but it manages to hold on via its whip arm! You can actually run across the arm and use a Quick Time Event to damage it further.

Beat up on the Belief some more, and Jeanne now joins the fight for real. It's two-on-one! With Jeanne on your side the fight becomes a little easier, but you still have to keep your wits about you. Try not to get too close unless you're really sure of yourself—being in close allows the Belief to get in more attacks than it normally can, plus spit immobilizing slime. You can also utilize a Quick Time Event here as well for a sweet tag-team attack.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

You won't be able to use the Alruna to great effect during the train, but don't be afraid to do so during the team-up with Jeanne.

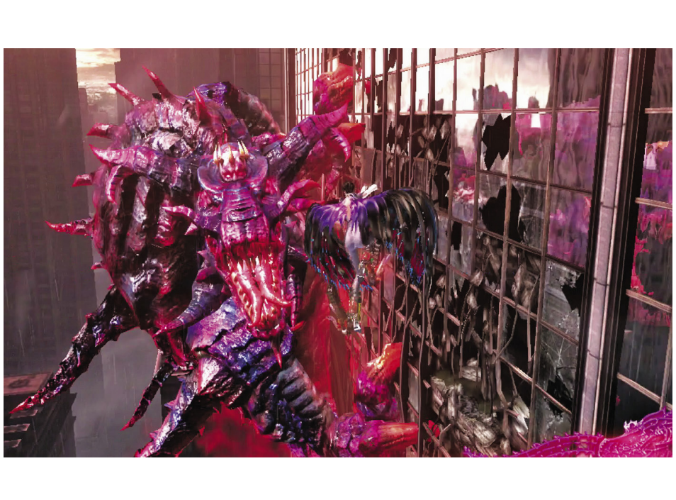
Don't take any of the Quick Time Event opportunities here—they only eat up time and give you very little score for it. Instead, continue to slice with Salamandra even when the prompts show up. During the team-up with Jeanne, being in-close means having to dodge extra attacks, but Umbran Climax can help you keep some distance.

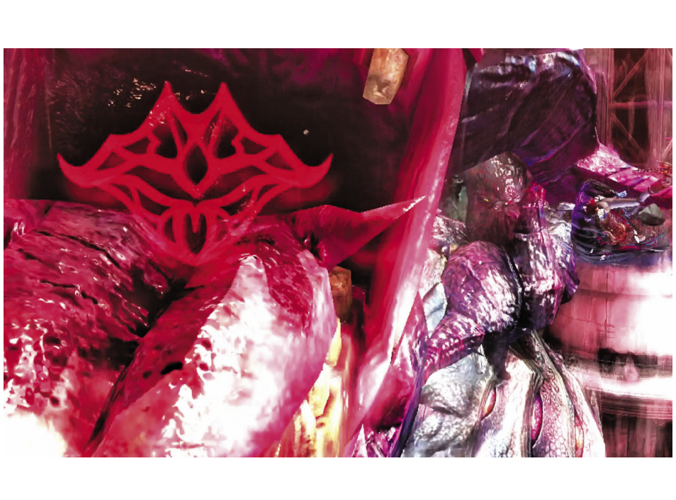
Once the Belief is dealt with, Bayonetta summons the Infernal Demon Gomorrah to dispatch it once and for all. Press the buttons as quickly as possible for this climactic Quick Time Event.

However, after this, Gomorrah breaks its contract and attacks Bayonetta herself! It's time for one more battle!

PRO V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:15	0	72750	02:15	0	72750	02:15	0	72750	02:15	0
GOLD	02:20	750	30900	02:20	1500	30900	02:20	2000	30900	02:20	3000
SILVER	02:25	1000	20440	02:25	2000	20440	02:25	2800	20440	02:25	4500
BRONZE	02:30	1250	9980	02:30	2500	9980	02:30	3600	9980	02:30	6000
BOSS BONUS											

VERSE 3 BOSS: GOMORRAH





1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

Enemy: Gomorrah

Flight mode: activated! Bayonetta sprouts wings and takes on her former titanic ally as he climbs atop a skyscraper. Bayonetta can move in any direction on the x-axis while flying. Use this freedom to keep her out of harm's way.

Gomorrah's main attacks are lunging bites, swipes from his arms, swipes from his tail, and fire breath. Dodge these, and don't be intimidated by how close these attacks come to the screen. If you find yourself close enough, melee attack his head. Whenever you're far from him, keep shooting him with your Action button gun attack or other ranged weapon. Never stop dealing damage!

Finally, if Gomorrah tries to inhale you, fly in the opposite direction as quickly as possible! If you can't, you have to undergo a Quick Time Event to avoid getting crunched.

Whittle down Gomorrah's vitality and you'll undergo a climactic Quick Time Event. Rotate the Left Analog Stick to put him away for good.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms & Legs)

Follow the above strategies, making Salamandra your melee weapon of choice. Don't be afraid to use the Punish prompts here—they deal tons of damage to help out with your Time score.

POST-CHAPTER SPOILS NONE

PRO V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:10	0	59640	02:10	0	59640	02:10	0	59640	02:50	0
GOLD	02:30	600	25540	02:30	1200	25540	02:30	2400	25540	03:10	3000
SILVER	02:50	1200	17010	02:50	2400	17010	02:50	3400	17010	03:30	4500
BRONZE	03:10	1800	8480	03:10	3600	8480	03:10	4400	8480	03:50	6000
BOSS BONUS	10000			10000			10000			10000	

Chapter V: Know Your Journey - Walkthrough

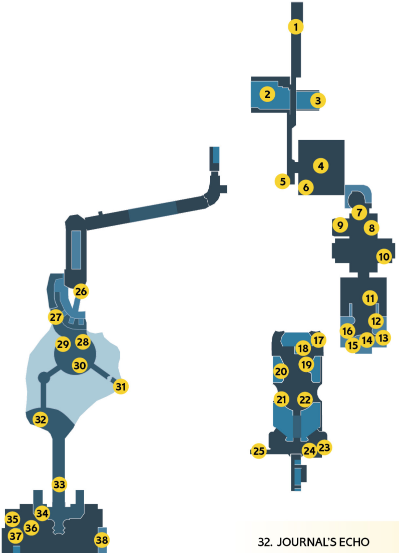
Chapter I: Noatun, the City of Genesis

Now that you've had your fill of cold openings, it's time to learn the ins and outs of exploring. Noatun is a large city full of nooks, crannies, upgrades, and collectibles. While you're scavenging, don't forget that there are angels to vanquish.

When you first start, you're facing a grand staircase. Turn right around—you've got some collecting to do.

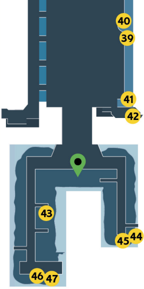
Head left and follow the path to the end of the docks for the **A New Beginning** Journal's Echo. Turn back around, and head to the other side of the docks to find an **Umbran Crow (1/20)** and a chest containing a **Yellow Moon Lollipop**. You can also go underwater for a chest filled with Halos.

1. (BOSS) VERSE 13
2. (STANDARD!) VERSE 12: Yields Broken Witch Heart (8/40)
3. HALOS
4. (STANDARD) VERSE 10
5. ENTRANCE TO THE GATES OF HELL
6. YELLOW MOON LOLLIPOP
7. WITCH CONCOCTION INGREDIENTS
8. TWO ITEMS: Witch's Recipes & Journal's Entry
9. BROKEN WITCH HEART (7/40)
10. JOURNAL'S ECHO
11. (STANDARD) VERSE 9
12. BROKEN MOON PEARL (3/16)
13. (MUSPELHEIM) VERSE 8: Yields Broken Witch Heart (6/40)
14. UMBRAN CROW (3/20)
15. (STANDARD) VERSE 11
16. MEGA GREEN HERB LOLLIPOP
17. HALOS
18. (STANDARD) VERSE 7

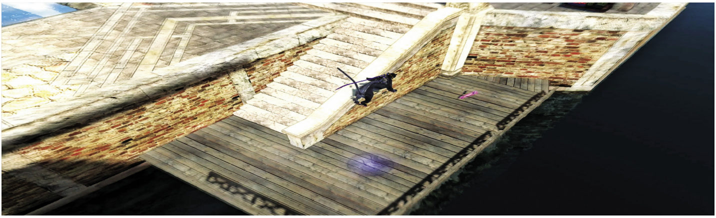


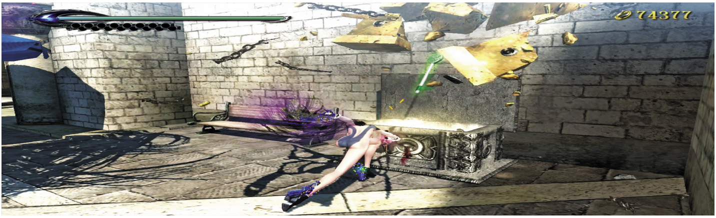
32. JOURNAL'S ECHO

19. JOURNAL'S ECHO
20. PURPLE MAGIC LOLLIPOP
21. (MUSPELHEIM) VERSE 5: Yields Broken Witch Heart (5/40)
22. (LP WHOLE) VERSE 6
23. ENTRANCE TO THE GATES OF HELL
24. MIDAS'S TESTAMENT
25. BROKEN WITCH HEART (4/40)
26. (STANDARD) VERSE 4
27. (MUSPELHEIM) VERSE 3: Yields Broken Moon Pearl (2/16)
28. GREEN HERB LOLLIPOP
29. BROKEN WITCH HEART (10/40) (underneath)
30. (STANDARD) VERSE 2
31. BROKEN WITCH HEART (3/40)



33. JOURNAL'S ECHO
34. BROKEN WITCH HEART (2/40)
35. (MUSPELHEIM) VERSE 1: Yields Broken Witch Heart (1/40)
36. UMBRAN CROW (2/20)
37. JOURNAL'S ECHO
38. BLOODY ROSE LOLLIPOP
39. JOURNAL'S ECHO
40. BROKEN MOON PEARL (1/16)
41. GREEN HERB LOLLIPOP
42. PURPLE MAGIC LOLLIPOP
43. HALOS
44. UMBRAN CROW (1/20)
45. YELLOW MOON LOLLIPOP
46. BROKEN WITCH HEART (9/10) (Underneath)
47. JOURNAL'S ECHO

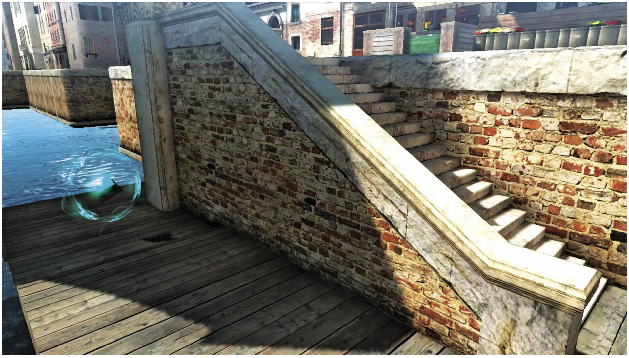




Go back to the stairs then up them, bearing right. You can see a small lower-level dock where you can score a **Purple Magic Lollipop**. Keep going onto the right side of the main square. Beyond the staircase leading to the upper level is a chest containing a **Green Herb Lollipop**.

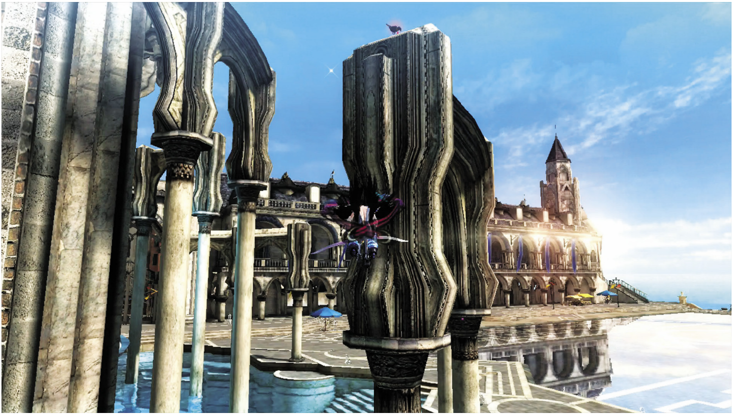
Now head to the upper level and look to your left. You can snag the **Divine Retribution** Journal's Echo, and encounter your first Umbran Resting Place, containing a **Broken Moon Pearl (1/16)**.

Umbran Resting Place (20 sec)



Follow the pieces across the town square. The final one is at the leftmost dock, near the base of the large statue.

Finally, all the way at the end of the upper corridor is a **Bloody Rose Lollipop**. Now that we've snagged everything on the right, it's time to tackle the left.



Go to the other side of the square, all the way to the end. There's a Muspelheim here, as well as the **Unknown Entrance** Journal's Echo. However, if you look up, you'll also see an **Umbran Crow (2/20)** on quite the high perch! Use a long double jump, then Crow Within, from the closest awning to reach it. Once you've got it, go ahead and enter the Muspelheim.

Tip

After you grab a Broken Witch Heart or a Broken Moon Pearl from a chest, exiting and re-entering the same chapter and opening that same chest again will cause it to yield a Mega Green Herb Lollipop or a Mega Purple Magic Lollipop, respectively. You can stock up on restoratives quickly this way if you need to!

VERSE 1

Defeat all enemies within the time given.

00:22.88
VERSE 1
75167
Combo Points
×1.05
0050
×18 72

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies within the time given.

ENEMIES: Accolade (Spear) x1

A single Accolade blocks your path. Dodge his wide swings and counter him during Witch Time for an easy victory.

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies within the time given.

ENEMIES: Allegiance x1

Fighting an Allegiance isn't too far removed from fighting an Accolade. The front or the sides are the best places to mount an offensive. Watch out for his fast and long-reaching weapon swings!

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra or Kafka (Arms), Chain Chomp (Legs)

Salamandra is enough for the Accolade, but with the Allegiance, you have to work fast to constantly stay on him. However, an explosive PPPPK combo with Kafka and Chain Chomp will cut him down to size in time. Use Dodge Offset when needed.

Beating this Verse nabs you a Broken Witch Heart (1/40)

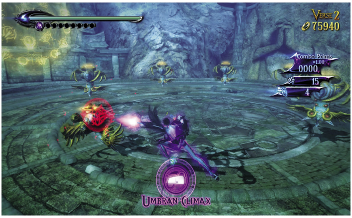
With your very first Verse in the bag, go inside the water just ahead, and open the left-side chest for a **Broken Witch Heart (2/40)**. Go down and enter the center hallway.

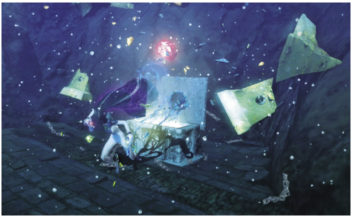
In the center of this long hallway is the **Fragments of Memory** Journal's Echo.

The exit you took caves in. Turn to your left and follow the path for the **Sealed Time** Journal's Echo. Turn around, and step on the large round platform ahead to start the next Verse.

CH1 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:18	0	680	00:18	0	680	00:18	0	680	00:18	0
GOLD	00:21	200	540	00:21	200	540	00:21	200	540	00:21	200
SILVER	00:24	400	510	00:24	400	510	00:24	400	510	00:24	400
BRONZE	00:27	600	470	00:27	600	470	00:27	600	470	00:27	600
BOSS BONUS											

VERSE 2





1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Compassion x10

Fighting Compassions underwater can be a daunting task, and if this is your first playthrough it's easy to feel at a disadvantage due to Bayonetta's impaired movement underwater. Stay calm and take heart. At times like this, remember that guns are your best friend. Use the Action button, or hold the Attack buttons with Love Is Blue equipped.

∞ CLIMAX

Enemies: **Fidelity x2**

Fidelities are still fast-moving enemies, but their pincer attacks are even faster! Watch their movements and their appendages, and dodge when either get close!

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

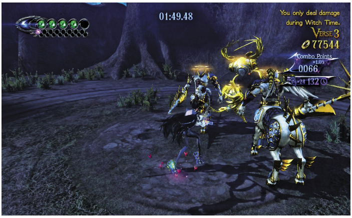
It's easy to slice Compassions or Fidelities into pieces for big points, as long as you manage to match their movements and not get hit in the process. Use Stiletto, Snake Within, and your Action button gun to close the mobility gap.

Once that's over, go right instead of straight to reach a chest containing a **Broken Witch Heart (3/40)**, then continue along the main path. Along the way you'll encounter a chest containing a **Green Herb Lollipop**.

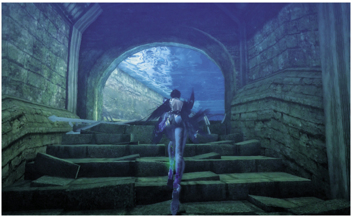
But wait! Instead of taking the stairs out, go left and jump behind the rim of the staircase you find for a Muspelheim.

CH1 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:28	0	2240	00:28	0	2240	00:35	0	2240	00:40	0
GOLD	00:38	160	1380	00:38	320	1380	00:45	640	1380	00:50	800
SILVER	00:48	320	1160	00:48	640	1160	00:55	1280	1160	01:00	1600
BRONZE	00:58	480	940	00:58	960	940	01:05	1920	940	01:10	3200
BOSS BONUS											

VERSE 3



You only deal damage during Witch Time.



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: You only deal damage during Witch Time.

ENEMIES: Acceptance (Spear) x2, Compassion x2

Even together, Acceptances and Compassions aren't hard to defeat. Dodge the swings of the former, then chase down the latter during Witch Time.

∞ CLIMAX

Enemies: **Accolade (Twin Blades) x1, Enrapture x1**

This one's a doozy. Use the blade swings of the Accolade to enter Witch Time, and destroy the Enrapture first so the Accolade isn't angry anymore. Then dodge some more swings and defeat him as well.

GO FOR PURE PLATINUM!

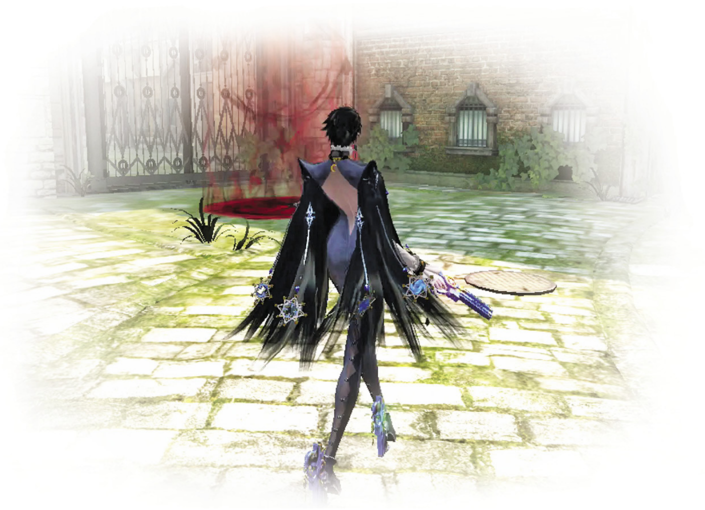
SUGGESTED WEAPON: Salamandra (Arms)

The above strategies using Salamandra will bring swift and efficient Platinum victory.

Beating this Verse nabs you a Broken Moon Pearl (2/16)

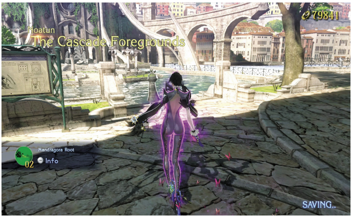
Now you can head out the stairs and back onto dry land. Whew!

When you come out of the waterway, you see your first portal to The Gates of Hell, where you can buy upgrades at Rodin's shop. You also see a path just past it. Instead of taking that path, turn around and head for the dead end in the opposite direction. This is where Verse 4 lies.



CH1 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	980	00:35	0	980	00:35	0	980	00:50	0
GOLD	00:55	200	730	00:55	200	730	00:55	200	730	01:10	200
SILVER	01:15	400	670	01:15	400	670	01:15	400	670	01:30	400
BRONZE	01:35	600	600	01:35	600	600	01:35	600	600	01:40	600
BOSS BONUS											

VERSE 4



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

Enemies: **Acceptance (Spear) x2, Acceptance (Harp) x1**

Spears and arrows are no match for Witch Time. Dodge any attacks that come your way, and counter.

∞ CLIMAX

ENEMIES: Fidelity x1, Acceptance (Harp) x2

The difficulty of avoiding the Fidelity's attacks is offset by the ease with which the Acceptances' arrows can be dodged. Go into Witch Time and destroy all comers.

GO FOR PURE PLATINUM!

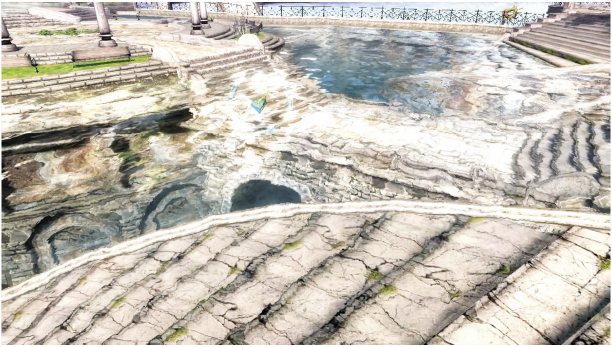
SUGGESTED WEAPONS: Salamandra (Arms)

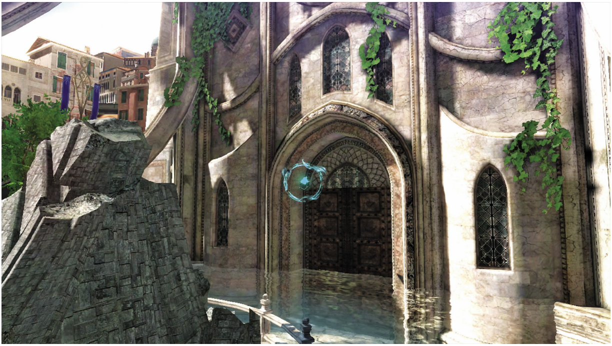
Follow the above strategies, simply using the Salamandra as your primary weapon.

Head back down your original path, watching out for the shifting ground. You'll see a large set of double doors. Go through them to find yourself in The Cascade Foregrounds.

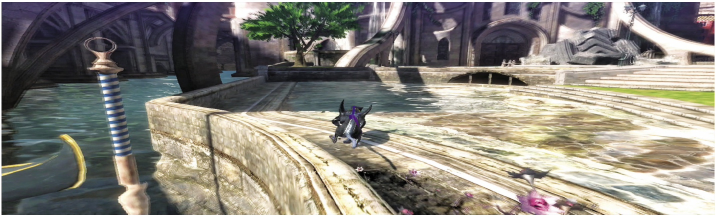
Go to the right for a chest containing a **Midas's Testament** (and another entrance to The Gates of Hell), and left for an Umbran Resting Place containing a **Broken Witch Heart (4/40)**.

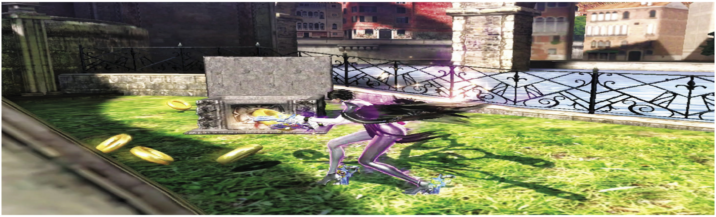
Umbran Resting Place (60 Sec)



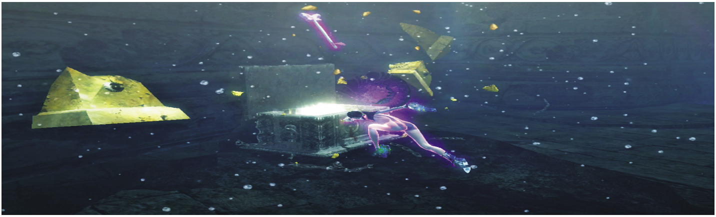


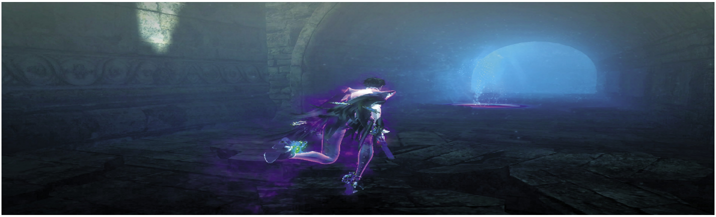
The first piece is above the waterway separating the entrance and central courtyard. From there head under the waterway, through its right-side passage. When you reach the end of the waterway, come up and you'll see the last piece at the very edge, above the large door.





While you're grabbing those Umbran Resting Place pieces, look to the far right corner from where the last piece is to open a chest filled with Halos.

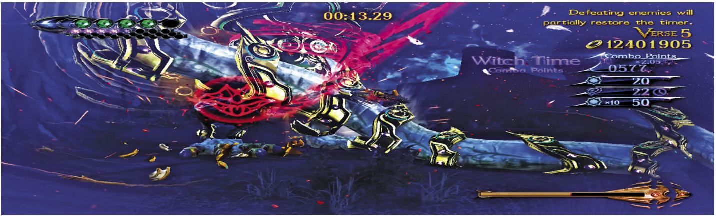




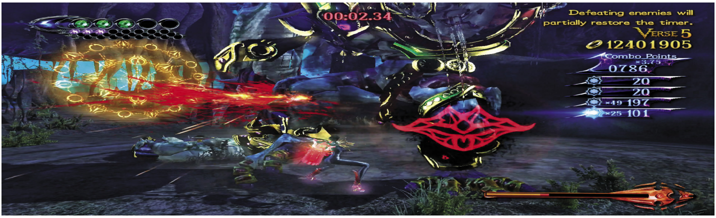
Once you’ve got your Heart, go all the way to the edge of the waterway on its left side, then jump in. You’ll find a chest containing a **Purple Magic Lollipop**. Then turn around and follow the waterway’s path until you reach another Muspelheim.

CH1 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	1230	00:25	0	1230	00:25	0	1230	00:28	0
GOLD	00:30	100	850	00:30	200	850	00:30	400	850	00:33	2000
SILVER	00:40	200	760	00:40	400	760	00:40	800	760	00:38	4000
BRONZE	00:50	400	660	00:50	800	660	00:50	1600	660	00:43	6000
BOSS BONUS											

VERSE 5



Defeating enemies will partially restore the timer.



Defeating enemies will partially restore the timer.

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeating enemies will partially restore the timer.

ENEMIES: Acceptance (Spear) x2, Acceptance (Harp) x1, [LOOPING] Compassion x2

Use the repeatedly spawning Compassions to fuel your timer while you engage the Acceptances as quickly as possible. Then destroy the Compassions once the Acceptances have been dealt with.

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeating enemies will partially restore the timer.

ENEMIES: Belief x1, Accolade (Shield) x1, [LOOPING] Compassion x4

The same general strategy works in this difficulty as in the previous ones, just with bigger enemies to worry about. However, you can make life much easier on yourself. See just below.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

Salamandra by itself is enough for the first three difficulties, but on ∞ Climax you're going to want to dodge into Witch Time, and hold K with the Alruna equipped to your legs. You can slam down the heavy hitters this way, leaving them open! This works far better on the Belief than the Accolade, however.

Beating this Verse nabs you a Broken Witch Heart (5/40)

Surface, then head to the center plaza to trigger the next Verse. Fight well, for this upcoming battle yields great rewards!

CH1 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM

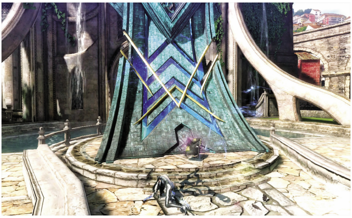
PLATINUM	00:35	0	4050	00:35	0	4050	00:35	0	4050	01:40	0
GOLD	00:40	200	2270	00:40	200	2270	00:40	200	2270	01:45	200
SILVER	00:45	400	1820	00:45	400	1820	00:45	400	1820	01:50	400
BRONZE	00:50	600	1380	00:50	600	1380	00:50	600	1380	01:55	600
BOSS BONUS											

VERSE 6

ENEMY SPOTLIGHT: Accolade

You'll see almost as much of Accolade as you will of Acceptance, because he takes four forms: twin blade wielders, shield bearers, spear-wielders, and hammer wielders. Each one has their own strengths and weaknesses.

The twin blade users slice at you mercilessly, making dodging difficult. Either dodge nimbly or engage at range. The hammer users can put you down for the count with a single blow from their sledges. Fortunately, their attacks are slow and easy to dodge. Spear wielders can be handled similarly to Acceptances. Wait for them to wind up, then dodge. Shield bearers are the most difficult of the lot. They're immune to your attacks while their shields are up. You'll have to stay close to them and bait them into raising their shield to attack. Failing that you can overpower them with your own attacks during Witch Time or Umbran Climax.



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Acceptance (Spear) x2 , Acceptance (Harp) x1, Accolade (Spear) x2 , Compassion x11

It's an angel jamboree! As long as you keep track of Bayonetta onscreen and don't get crowded, however, you'll do fine. Concentrate on the horsies first unless Compassions try to get in your way—then, let them have it, too!

∞ CLIMAX

ENEMIES: Acceptance (Spear) x2, Acceptance (Harp) x1, Accolade (Spear) x1, Gravitas x1

The second you dispatch the Acceptances and Accolade, Gravitas stomps in, bent on spoiling your fun. You know how to fight these by now: Avoid their slow attacks and stomps, while hitting your hardest during Witch Time and Umbran Climax. Don't get frozen!

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

Against the Gravitas on ∞ Climax, hold K during Witch Time/Umbran Climax to temporarily disable him, but otherwise, the above strategies plus Salamandra will win the day.

Grab your LP. Up ahead is a Witch Walk Portal, with the **Relics** Journal's Echo right in front of it. Walk up the entrance to the portal and jump through. Walk a little ahead to take part in a battle of titanic proportions.

Beating this Verse nabs you the Angelic Hymns Gold LP Entrance of the Gladiators, which gives you access to the twin katana blades Rakshasa the next time you visit The Gates of Hell. Where's a blue bandana when you need to complete an ensemble?

CH1 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:15	0	34040	01:15	0	34040	01:20	0	34040	01:30	0
GOLD	01:35	400	15000	01:35	800	15000	01:40	1600	15000	01:50	2000
SILVER	01:55	650	10240	01:55	1300	10240	02:00	2600	10240	02:10	4000
BRONZE	02:15	900	5470	02:15	1800	5470	02:20	3600	5470	02:30	6000
BOSS BONUS											

VERSE 7

ENEMY SPOTLIGHT: Valiance

Valiance is one of the largest enemies in the game, towering over Bayonetta with an equally towering weapon. Make sure to dodge his slow swings, because the last thing you want to feel is the sting of his Valiantium Blade. (Not that you'll feel it for long. Because you'll be dead. From the blade.)

Engage mainly from mid-range if you can, because he can also grab you up close, forcing you into a Quick Time Event that will take off a chunk of vitality no matter what.

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms), Alruna (Legs)

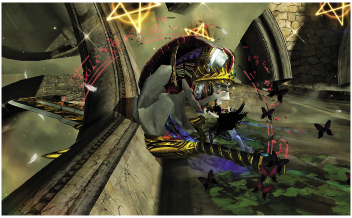
Enemy: Valiance

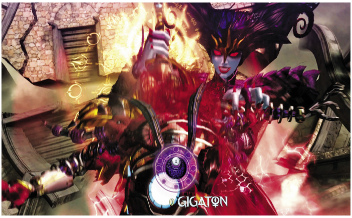
Valiance swings a mean, mean sword, but he can actually be bested with little trouble, even if all you have to fight him with is Love Is Blue. The key is to remain airborne so you can keep an eye on his attacks. If you can do that, they're slow and quite telegraphed, allowing you to dodge and counter.

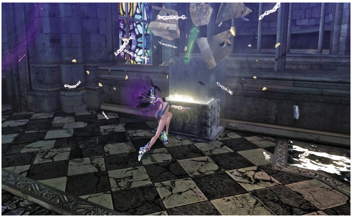
Do enough damage to Valiance and his sword will fly off. His face—his weak point—is actually on that sword, so get over there and smash it in!

Once you've defeated Valiance, press the prompted buttons during the climactic Quick Time Event to make sure he doesn't come back.

As soon as Bayonetta lands from the fight, you've got collectibles galore! Directly in front of you is an **Umbran Crow (3/20)**. Follow the left path for a chest containing a **Mega Green Herb Lollipop**; to the right is a Muspelheim.

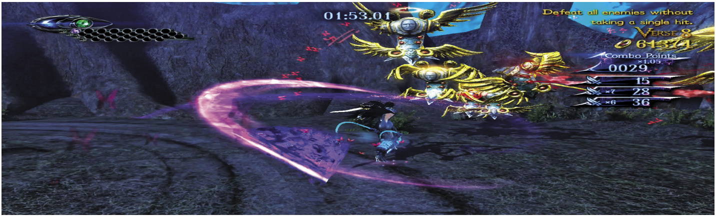






CH1 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:00	0	10500	01:00	0	10500	01:00	0	10500	01:30	0
GOLD	01:20	400	5100	01:20	800	5100	01:20	1600	5100	01:50	2000
SILVER	01:40	600	3750	01:40	1200	3750	01:40	2400	3750	02:10	4000
BRONZE	02:00	800	2400	02:00	1600	2400	02:00	3200	2400	02:30	6000
BOSS BONUS											

VERSE 8



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVES: Defeat all enemies without taking a single hit.

ENEMIES: Compassion x7

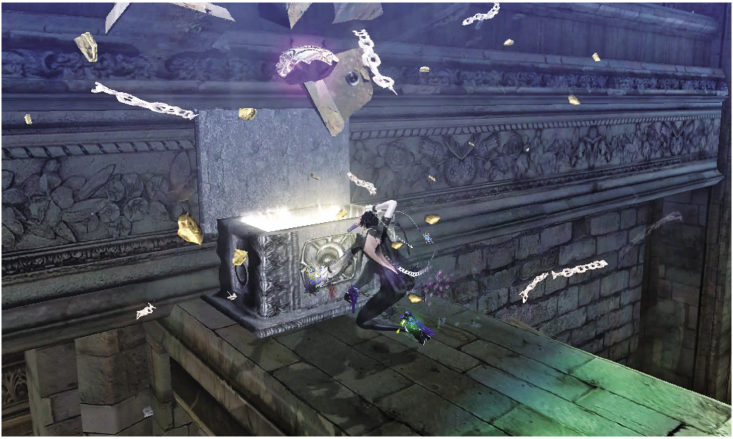
Chase down the Compassions with your chosen melee weapon, or shoot them with guns. Either way, a straightforward Verse. Constantly check Bayonetta's surroundings so she doesn't take any glancing hits. Do your best to attack multiple enemies at once as well.

∞ CLIMAX

MUSPELHEIM OBJECTIVES: Defeat all enemies without taking a single hit.

ENEMIES: Enrapture x2, Accolade (Twin Blades) x1

For the love of all that is stylish, get rid of the Enraptureds first! An enraged twin blades Accolade is insanely tough to dodge. Once you've gotten the Accolade down to regular speeds, plan your moves and dodges very carefully, looking for that perfect Witch Time moment.



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The above strategies will work just fine to get Pure Platinum; even better, actually, because the Salamandra is *very* good at cutting up Enraptureds.

Beating this Verse nabs you a Broken Witch Heart (6/40)

Past the Muspelheim, on a narrow ledge, is a chest containing a **Broken Moon Pearl (3/16)**.

Go ahead and jump down. Talk to Loki to advance the story, and to trigger a Verse when Bayonetta's conversation with him is complete.

CH1 V8	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	1730	00:35	0	1730	00:35	0	1730	00:45	0
GOLD	00:45	200	1120	00:45	200	1120	00:45	200	1120	00:55	200
SILVER	00:55	400	970	00:55	400	970	00:55	400	970	01:05	400
BRONZE	01:05	600	820	01:05	600	820	01:05	600	820	01:15	600
BOSS BONUS											

VERSE 9

ENEMY SPOTLIGHT: Cachet & Compassion

When large numbers of Cachet & Compassion are together, the result can be confusing. Cachets are medium-sized enemies that can launch into devastating drill attacks from afar. However three of the smaller Compassions can combine, and launch a similar attack. The best course of action? Destroy them all as quickly as possible, of course!

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Cachet x1, Compassion x6

Dodge out of the way the second the fight starts; a Cachet will lunge straight toward you! Stay as mobile as you can during this fight, as Cachet & Compassion certainly will. You'll find Witch Time opportunities in the midst of any of their lunging attacks, allowing you to return fire with impunity.

∞ CLIMAX

ENEMIES: Cachet x2, Compassion x6, Fidelity x2

An extra Cachet and two Fidelities join the already confusing battle. Take to the air temporarily to take stock of the situation, and make judicious use of your Action button gun and the camera so you don't lose any of the enemies.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

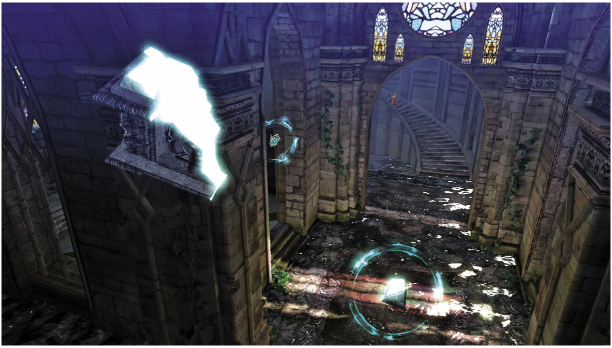
The Salamandra and the above strategies are enough to overcome both types of fights and run away with the Pure Platinum. Use Stiletto to keep up!

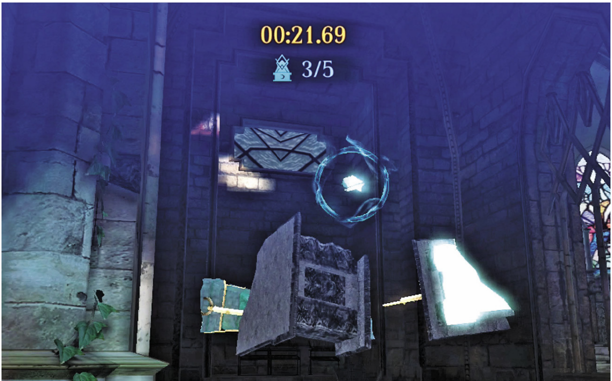
Open the door to go further into The Church. The first alove to the right has the **Purification Grounds** Journal's Echo.

The second alcove on the left has an **Umbran Resting Place,** which contains a **Broken Witch Heart (7/40)**.

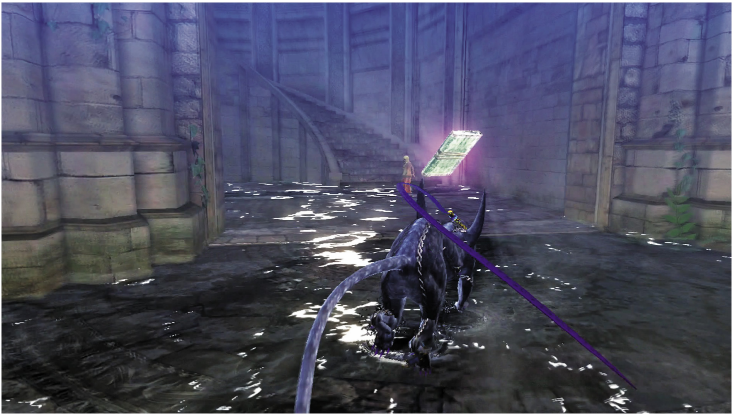
CH1 V9	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	1290	00:25	0	1290	00:40	0	1290	00:52	0
GOLD	00:35	300	890	00:35	600	890	00:50	1200	890	01:02	3000
SILVER	00:45	450	800	00:45	900	800	01:00	1800	800	01:12	4500
BRONZE	00:55	600	700	00:55	1800	700	01:10	2400	700	01:22	6000
BOSS BONUS											

Umbran Resting Place (30 Sec)

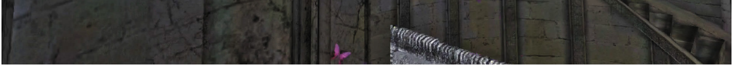




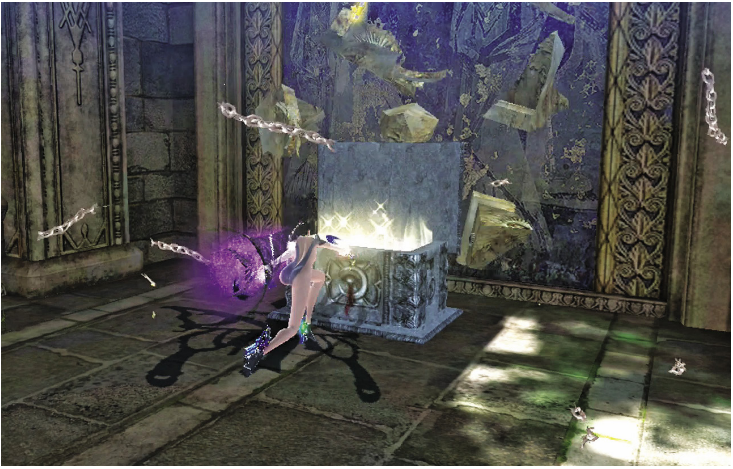
The trail of pieces curves to the right, then upward, then down toward the empty alcove directly to the right of where you started. Tilt the camera to keep sight of them so you can grab them all.



Grab your Heart, turn around, and turn left out of the alcove. Now go straight ahead to find *Witch's Recipes*, which allows you to concoct your own items! The **Entry No. 001**Journal's Echo comes free with this deal.



A small fountain to the left just a short way ahead is full of **Witch Concoction Ingredients** to try your recipes with.

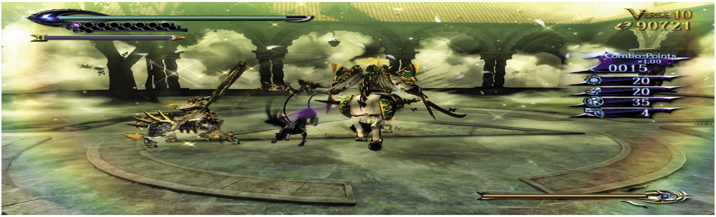


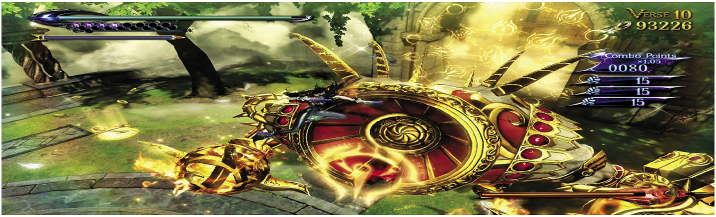
Outside, head straight ahead into the side alley for a chest containing a **Yellow Moon Lollipop**. Then go to the center for another Verse.

VERSE 10

ENEMY SPOTLIGHT: Urbane

Urbane isn't as large as Valiance, but he's no less in charge. His fiery golden body has ball-hammers for arms, which can slam into you and even extend as he jumps all over the battlefield like a rabbit. Your main goals should be to disable him, then match power with power. How to accomplish these objectives depends on the various situations in which he shows up.





1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Acceptance (Harp) x2, Accolade (Twin Blades) x1, Cachet x2, Compassion x9, Urbane x1

Try to save the magic power you build up as you fight the first wave of enemies. Once you take out the small fry, Urbane comes into play. Play coy with him and dodge everything he's got until you can get into an advantageous position with Witch Time or Umbran Climax.

∞ CLIMAX

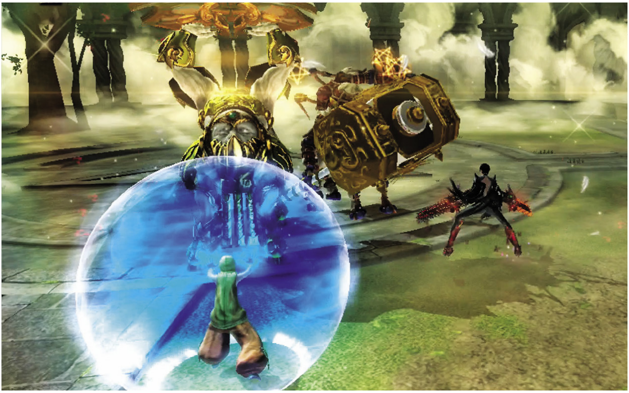
ENEMIES: Accolade (Hammer), Accolade (Shield), Urbane x2

∞ Climax contains nothing but heavy hitters. If you're hurting for time, go ahead and use Umbran Climax on the shielded Accolades. Otherwise, bait them into attacking, then Witch Time like crazy.

You're rewarded with two Urbanes to fight in the second wave. The strategies are the same, except you have to be on the lookout for four hammer-arms instead of two.

Look Out for Loki!

When Loki accompanies Bayonetta, he usually takes part in Verses. Loki is pretty nimble and can do a decent job of defending himself by throwing cards that do mild damage, but he's not invincible! Keep an eye on his vitality meter at the screen's upper left to know if you need to bail him out of a tight spot.



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

This one's a bit tricky, especially on ∞ Climax. You want to slice through the Acceptances and Accolades as quickly as possible (which means baiting the shield Accolades on ∞ Climax as quickly as possible) so you can get to the Urbanes. Make sure to slam down the Urbane(s) by holding K during Witch Time or Umbran Climax as soon as possible—the Time requirements are pretty strict in this Verse and you don't want to waste time looking for openings to slice. Taunt in between the enemy waves to keep your combo and be as efficient as possible in battle, and Pure Platinum will be yours.

Past the doors, straight ahead and to the left, you see an entrance to The Gates of Hell. But before you go any further, turn around and head all the way back to the entrance of The Church for a hidden fight!

CH1 V10	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:20	0	30030	02:20	0	30030	02:30	0	30030	02:30	0
GOLD	02:40	500	13330	02:40	1000	13330	02:50	2000	13330	02:50	300
SILVER	03:00	1000	9160	03:00	2000	9160	03:10	4000	9160	03:10	500
BRONZE	03:20	1500	4980	03:20	3000	4980	03:30	6000	4980	03:30	700
BOSS BONUS											

VERSE 11

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

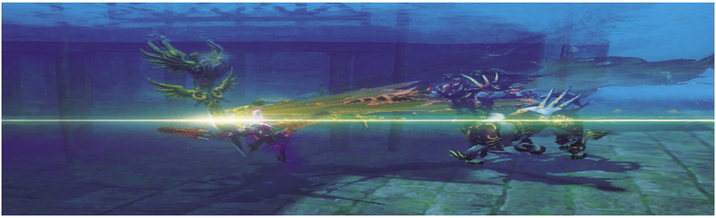
ENEMIES: Accolade (Spear) x2; ∞ Climax: Accolade (Twin Blades) x2

After the craziness that was Verse 10, it's nice to have a reprieve! Whichever group of Accolades you face, the strategy is simple: Dodge their weapon swings, then hit back. In ∞ Climax you have to dodge faster, but that's it.

Proceed with the rest of the stage! When you come across the next waterway, jump into its left side for the penultimate Verse.

CH1 V11	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	2930	00:40	0	2930	00:40	0	2930	00:45	0
GOLD	00:50	200	1710	00:50	400	1710	00:50	800	1710	00:55	3000
SILVER	01:00	400	1410	01:00	800	1410	01:00	1600	1410	01:05	4500
BRONZE	01:10	600	1100	01:10	1200	1100	01:10	2400	1100	01:15	6000
BOSS BONUS											

VERSE 12



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Accolade (Twin Blades)

A one-on-one fight against a single twin-bladed Accolade isn't too tough. All it takes is one well-placed dodge to end the fight.

∞ CLIMAX

ENEMIES: Accolade (Spear), Compassion x4

A Spear Accolade with Compassion backup, underwater? That's a little tougher. Use your Lock-On button and the Stiletto to counteract Bayonetta's impaired underwater mobility and to keep track of your enemies. Snake Within is of limited use in such shallow waters, but you can give that a try as well.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

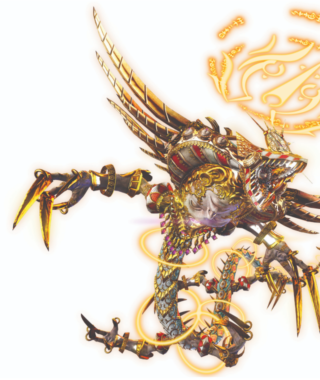
The above strategies work fine with Salamandra—just be sure not to take too long moving underwater or tracking down enemies!

Go to the other side of the waterway for a chest containing some Halos. Surface, then continue along the path. It's boss time!

Beating this Verse nabs you a Broken Witch Heart (8/40)

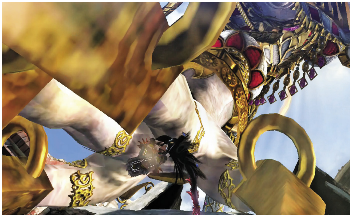
CH1 V12	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:20	0	680	00:20	0	680	00:20	0	680	00:35	0
GOLD	00:30	300	540	00:30	600	540	00:30	1200	540	00:45	3000
SILVER	00:40	450	510	00:40	900	510	00:40	1800	510	00:55	5000
BRONZE	00:50	600	470	00:50	1800	470	00:50	2400	470	01:05	7000
BOSS BONUS											

VERSE 13



BOSS: Glamor

This isn't the first time you've faced Glamor, and it won't be the last. However, this is his first genuine offensive, and it's not to be trifled with!



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

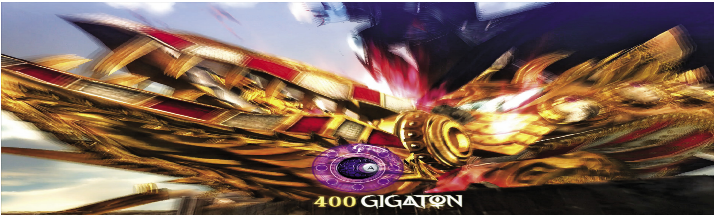
SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

Enemy: Glamor (2 Phases)

PHASE 1

Phase 1 actually goes fairly quickly. Glamor snaps at you with his huge jaws. Dodge these jaws and retaliate with melee attacks during Witch Time. When Glamor pulls back, fire your guns until he tries to get in close again. Every once in a while he takes a swipe with his claws. Treat these the same as his bites.

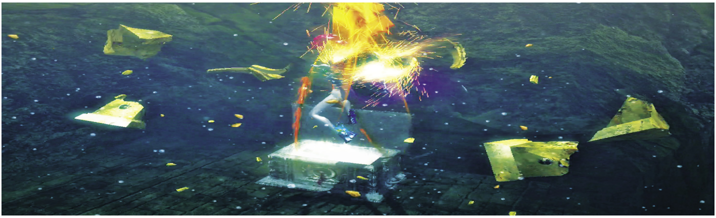
Do this a few times and he'll break the building, then grab the piece of it that you're standing on! Phase 2 starts now!

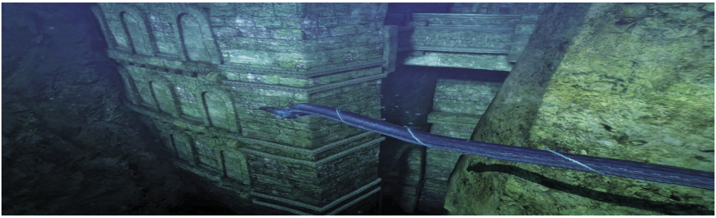


PHASE 2

Glamor continues to bite at you, but he also swipes at you with his claws at an increased rate. It's actually easier to dodge these now that you have more room to maneuver. Otherwise, the strategy remains the same as in Phase 1.

Once you beat Glamor, it's time to *really* beat him! Press the buttons during the climactic Quick Time Event, and send Glamor to the ground floor the fast way!



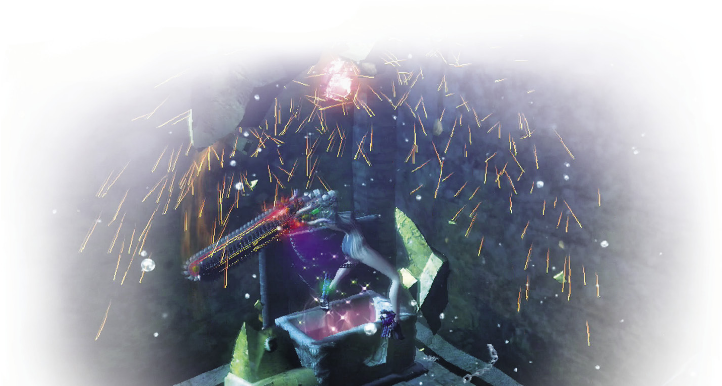


COME BACK, SNAKE

Once you get the power of Snake Within in Chapter V, you can reach two more Broken Witch Hearts in this Chapter!

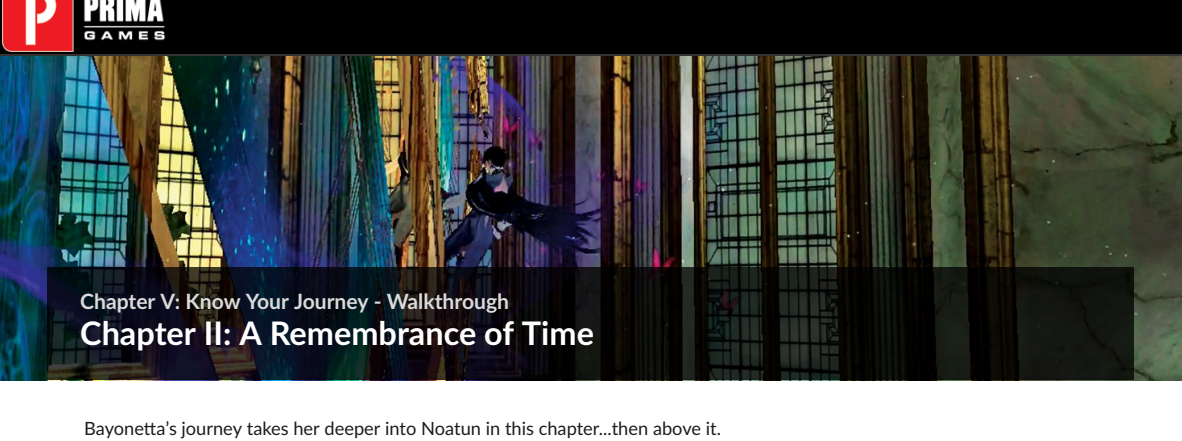
At the edge of the opening port where you picked up the **A New Beginning** Journal's Echo, drop down, turn around and slip through the small vertical opening. Follow the pathway, then swim up to find the **Broken Witch Heart (9/40).**

After traversing the sunken hallway, head to the left of the platform where Verse 2 takes place. Head down and to the left using Snake Within, slipping into the small alcove further left. Swim up to find the chest with the **Broken Witch Heart (10/40).**



POST-CHAPTER SPOILS LEADERS OF THE UMBRA JOURNAL’S ECHO

CH1 V13	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:50	0	23000	01:50	0	23000	02:00	0	23000	02:10	0
GOLD	02:10	300	10400	02:10	600	10400	02:20	1200	10400	02:30	3000
SILVER	02:30	600	7250	02:30	1200	7250	02:40	2400	7250	02:50	5000
BRONZE	02:50	900	4100	02:50	1800	4100	03:00	3600	4100	03:10	7000
BOSS BONUS											

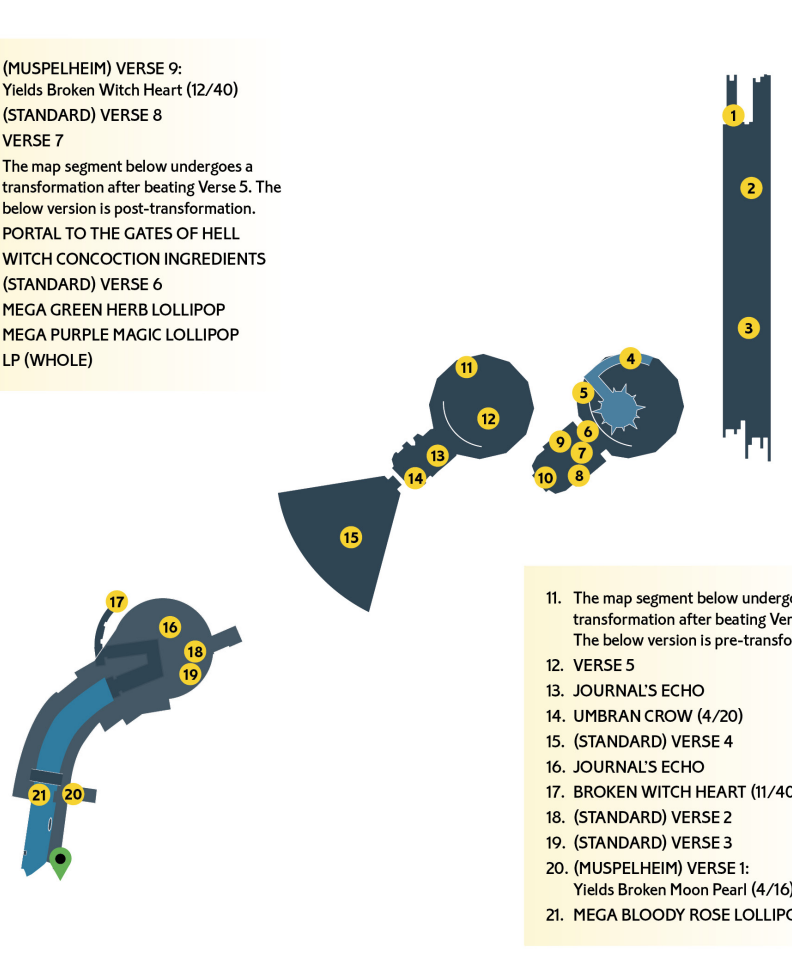


Chapter V: Know Your Journey - Walkthrough

Chapter II: A Remembrance of Time

Bayonetta's journey takes her deeper into Noatun in this chapter...then above it.

Go forward until you reach the first arch, and cross to the left side. You'll see a chest that yields a **Mega Bloody Rose Lollipop** when opened. Cross back to the right and you can enter a Muspelheim.



1. (MUSPELHEIM) VERSE 9: Yields Broken Witch Heart (12/40)
2. (STANDARD) VERSE 8
3. VERSE 7
4. The map segment below undergoes a transformation after beating Verse 5. The below version is post-transformation.
5. PORTAL TO THE GATES OF HELL
6. WITCH CONCOCTION INGREDIENTS
7. (STANDARD) VERSE 6
8. MEGA GREEN HERB LOLLIPOP
9. MEGA PURPLE MAGIC LOLLIPOP
10. LP (WHOLE)
11. The map segment below undergoes a transformation after beating Verse 5. The below version is pre-transformation.
12. VERSE 5
13. JOURNAL'S ECHO
14. UMBRAN CROW (4/20)
15. (STANDARD) VERSE 4
16. JOURNAL'S ECHO
17. BROKEN WITCH HEART (11/40)
18. (STANDARD) VERSE 2
19. (STANDARD) VERSE 3
20. (MUSPELHEIM) VERSE 1: Yields Broken Moon Pearl (4/16)
21. MEGA BLOODY ROSE LOLLIPOP

Ninja Cat Returns

Players of other Platinum games are familiar with a growing staple: the ninja cat. No matter how many times you swing your weapon at the ninja cat, it will always, *always*, leap out of the way, completely unscathed.

Engaging the ninja cat affects absolutely nothing in the grand scope of *Bayonetta 2*; it's just funny.

VERSE 1

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX (GO FOR PURE PLATINUM!)

MUSPELHEIM OBJECTIVE: You only deal damage with enemy weapons.

SUGGESTED PURE PLATINUM WEAPONS: N/A

ENEMIES: Acceptance (Spear) x2, Acceptance (Harp) x2, Accolade (Spear) x1; ∞ Climax: Belief x1

When it comes to achieving Pure Platinum in Muspelheims where one has to use enemy weapons to win, there are precious few tricks. You're either fast enough or you're not. Rocket to a weapon, use it against as many enemies as possible until its energy is depleted, then repeat the process until all foes are defeated. Simply beating this Muspelheim is tricky, but getting Pure Platinum can be tough. However, is it absolutely not impossible. Practice makes perfect.

Dive into the water and follow the canal until you reach an underground entrance. Follow this entrance down the stairs and to the right, and booyah! A **Broken Witch Heart (11/40)** is yours!

Head back out and go to the courtyard. It's time to do some more fighting.

Beating this Verse nabs you a Broken Moon Pearl (4/16)

CH2 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	2930	00:40	0	2930	00:40	0	2930	00:35	0
GOLD	00:50	200	1710	00:50	200	1710	00:50	200	1710	00:45	200
SILVER	01:00	400	1410	01:00	400	1410	01:00	400	1410	00:55	400
BRONZE	01:10	600	1100	01:10	600	1100	01:10	600	1100	01:05	600
BOSS BONUS											

VERSE 2

ENEMY SPOTLIGHT: Enrapture

Enraptures are fairly easy to defeat, and you usually want to defeat them quickly. Why's that? These little guys are Paradiso's support mages, able to enrage other enemies and drain your magic power! Make them a priority on the battlefield.

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Acceptance (Spear) x1, Acceptance (Harp) x2, Enrapture x3

As stated above, whenever an Enrapture appears, hit it until it dies. Otherwise it will simply make the Acceptances stronger and faster.

∞ CLIMAX

ENEMIES: Enrapture x1, Gravitas x1

In this scenario, you have a lone Enrapture trying to make a Gravitas very angry. Gravitas is already hard enough, so follow the above strategy.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

During ∞ Climax, use the usual "hold K during Witch Time/Umbran Climax" procedure to bring Gravitas down. Otherwise, for either scenario, slice and dice with Salamandra as usual.

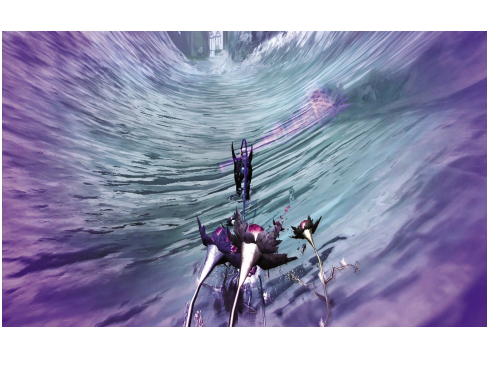
Once you've beaten the Verse, Loki appears and walks up a small set of steps. Before following him, look to the left of those steps to find **Rules of Nature**, the Journal's Echo that goes with everything.

After a cutscene, press the Evade button to avoid the water.

Run partly across the water, but turn back before reaching the other side and go back to where you started. Behold: Verse 3 has been triggered!

CH2 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:45	0	2930	00:45	0	2930	00:50	0	2930	01:15	0
GOLD	01:05	200	1710	01:05	400	1710	01:10	800	1710	01:35	1500
SILVER	01:25	400	1410	01:25	800	1410	01:30	1600	1410	01:55	3000
BRONZE	01:45	800	1100	01:45	1600	1100	01:50	3200	1100	02:15	4500
BOSS BONUS											

VERSE 3



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMIES: Enrapture x3, Accolade (Twin Blades) x1; ∞ Climax: Enrapture x3, Compassion x6

It's Enrapture-mania! The lower difficulties empower a twin-bladed Accolade, which is bad enough, but letting Enraptures empower the Compassions in ∞ Climax is akin to letting loose a horde of angry bees, to say nothing of multiple Enraptureds trying to drain you of your magic. Destroy all the Enraptureds as quickly as you can, then go for the other enemies.

With that out of the way, it's time for Bayonetta to defy the laws of physics...more so than usual, at any rate. Talk to Loki again, dodge the water, and run across it during the handily provided Witch Time.

After the cutscene, break open the doors ahead to find an **Umbran Crow (4/20)** staring you in the face. Go ahead and grab it, as well as the Journal's Echo **Path of the Chosen**, then turn around and head right back out the doors you came in from to trigger Verse 4.

CH2 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	1800	00:35	0	1800	00:35	0	1800	00:35	0
GOLD	00:45	300	1170	00:45	600	1170	00:45	1200	1170	00:45	3000
SILVER	00:55	600	1010	00:55	1200	1010	00:55	2400	1010	00:55	5000
BRONZE	01:05	900	860	01:05	1800	860	01:05	3600	860	01:05	7000
BOSS BONUS											

VERSE 4

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Acceptance (Harp) x2, Acceptance (Spear) x2, Accolade (Spear) x1

The number one rule of this Verse is to not get crowded! All sorts of attacks fly at you fast and furiously. Engage from mid-range until you're in a position to dodge a slow spear swipe or a flurry of arrows, go all-out when you're in Witch Time, pull back, then repeat.

∞ CLIMAX

ENEMIES: Accolade (Twin Blades) x1, Accolade (Spear) x1, Accolade (Hammer) x1, Acceptance (Harp) x1, Allegiance x1

With the more powerful versions of these enemies, the intensity of this Verse just skyrocketed, but the overall strategy is the same. However, keep an eye out for the Allegiance, who can close the distance between you and the horse force quite easily with his sword.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

Fighting up close with Salamandra will get you the points and time you need, but carefully pick when you close in so you don't take damage. If you make it into Witch Time or Umbran Climax, press KK while holding on the second press to whip two horses down to the ground at once and make things a little easier.

Go back inside The Room of Prayer, and up the steps, to trigger Verse 5.

CH2 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	6130	00:35	0	6130	00:50	0	6130	01:35	0
GOLD	00:55	200	3200	00:55	400	3200	01:10	800	3200	01:45	3000
SILVER	01:15	400	2470	01:15	800	2470	01:30	1600	2470	01:55	4500
BRONZE	01:35	800	1740	01:35	1600	1740	01:50	3200	1740	02:05	6000
BOSS BONUS											

VERSE 5

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Accolade (Hammer) x2

Two hammer Accolades can be a challenge, but if you stay just outside of their attack range and dodge their slow swings, you'll win out.

∞ CLIMAX

Enemy: Allegiance x1

A single Allegiance is just as hard as two Hammer Accolades. Approach from the front or the sides, and watch out for his fast-swinging extendable sword.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms & Legs)

The above strategies with Salamandra will be enough to gain Pure Platinum. Just work fast and don't get hit.

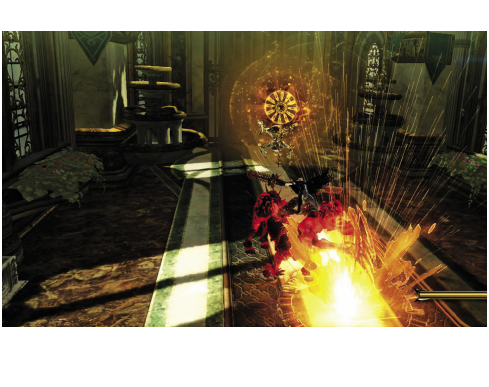
Beat this Verse and the room undergoes a transformation!

In this newly restored room, grab the nearby chest full of **Witch Concoction Ingredients**, then head back to the now gated-off entrance. The Angelic Hymns Gold LP **William Tell Overture** will have appeared, granting you access to the Kafka weapon the next time you enter The Gates of Hell...which is conveniently located close by!

Before moving on, break the two nearby chests containing a **Mega Green Herb Lollipop** and **Mega Purple Magic Lollipop**. You may or may not need them for the hidden Verse that breaking these two chests just triggered. Surprise!

CH2 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	3750	00:40	0	3750	00:40	0	3750	00:30	0
GOLD	01:00	800	2100	01:00	800	2100	01:00	1600	2100	00:40	3000
SILVER	01:20	1300	1690	01:20	1300	1690	01:20	2600	1690	00:50	4500
BRONZE	01:40	1800	1280	01:40	1800	1280	01:40	3600	1280	01:00	6000
BOSS BONUS											

VERSE 6



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

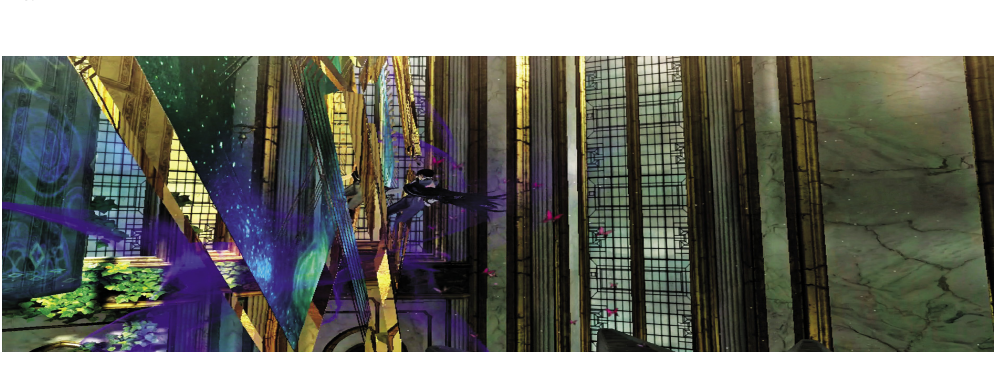
ENEMIES: Accolade (Twin Blades) x1, Accolade (Spear) x1, Accolade (Hammer) x1

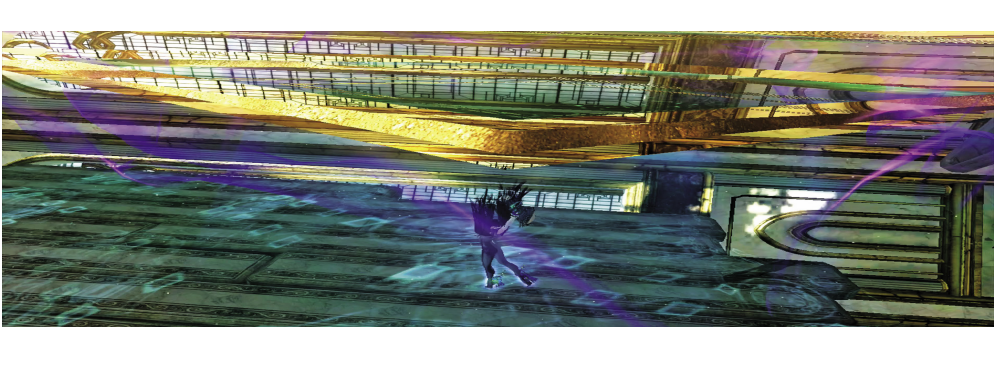
You have to dodge one of these attacks to make it into Witch Time, and they all carry about the same amount of risk. Just keep picking one and go with it. Note that in these close quarters, Umbran Climax is very effective.

∞ CLIMAX

ENEMIES: Enrapture x2, Accolade (Twin Blades) x1

Destroy the Enraptures one after the other, and work fast, because in these cramped quarters, the Accolades will close in on you. Even when it's just down to you and the Accolades, there's no real trick. Dodge their attacks and retaliate in Witch Time.





GO FOR PURE PLATINUM!

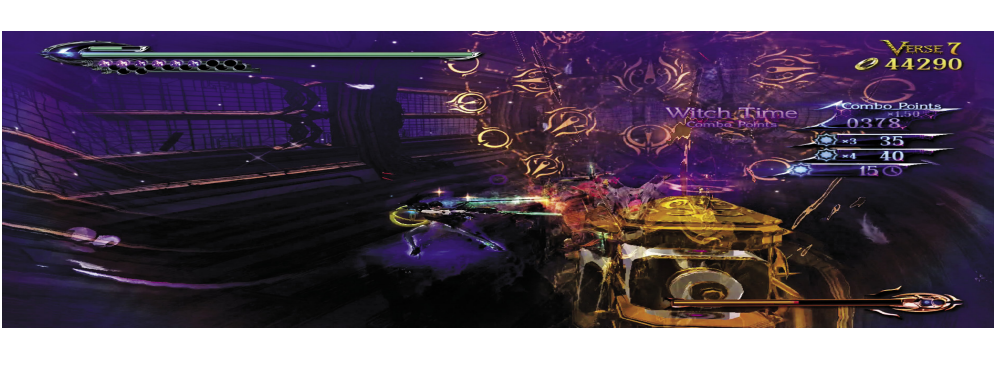
SUGGESTED WEAPONS: Salamandra (Arms)

The above strategies with Salamandra will be enough to gain Pure Platinum. Again, just work fast and don't get hit.

Once you've finished with the ground floor, go up the stairs to the Witch Walk Portal. Your final battles occur all in a straight line. How generous!

CH2 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:50	0	8750	00:50	0	8750	00:50	0	8750	00:45	0
GOLD	01:00	500	4340	01:00	1000	4340	01:00	2000	4340	00:55	3000
SILVER	01:10	700	3240	01:10	1400	3240	01:10	2800	3240	01:05	4500
BRONZE	01:20	900	2140	01:20	1800	2140	01:20	3600	2140	01:15	6000
BOSS BONUS											

VERSE 7



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Enrapture x2, Accolade (Hammer) x1

Get the Enraptures out of the way and all you're left with is a big, slow hammer Accolade, which you've already fought twice in a row by now. Take him out the same way you did the others—dodge the slow hammer swing, hit back hard.

∞ CLIMAX

ENEMIES: Acceptance (Harp) x2, Allegiance x1

It was sure nice of that Allegiance to bring those Acceptances. Without them, this might actually be a challenge. As you fight, dodge the constant rain of arrows and go after the Allegiance while in Witch Time. Leave the Acceptances for last.

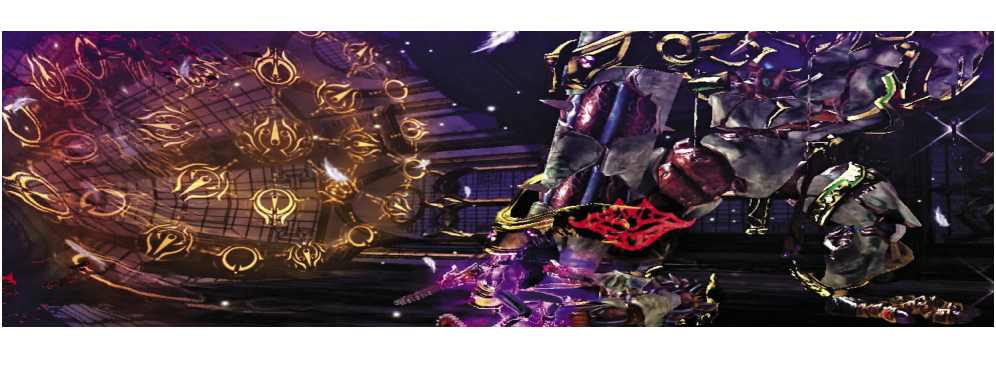
GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The above strategies combined with Salamandra are enough to win.

CH2 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	1680	00:35	0	1680	00:35	0	1680	00:45	0
GOLD	00:45	400	1090	00:45	800	1090	00:45	1600	1090	00:55	3000
SILVER	00:55	750	950	00:55	1300	950	00:55	2600	950	01:05	4500
BRONZE	01:05	900	800	01:05	1800	800	01:05	3600	800	01:15	6000
BOSS BONUS											

VERSE 8



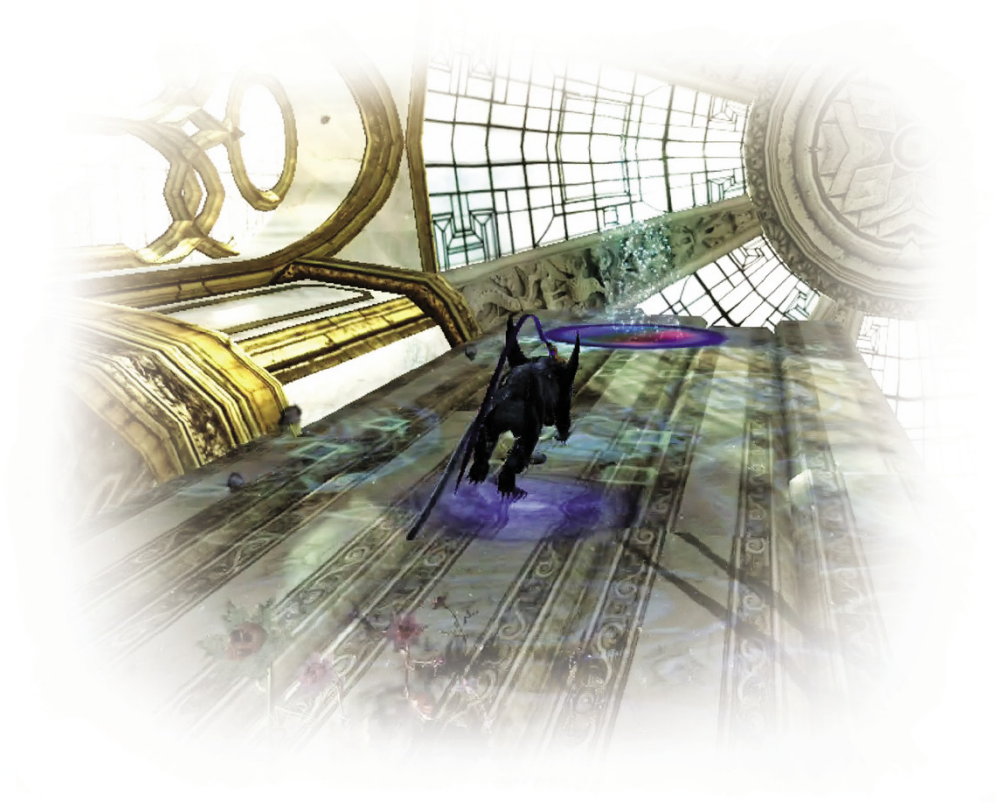
1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms), Alruna (Legs)

Enemy: Belief x1

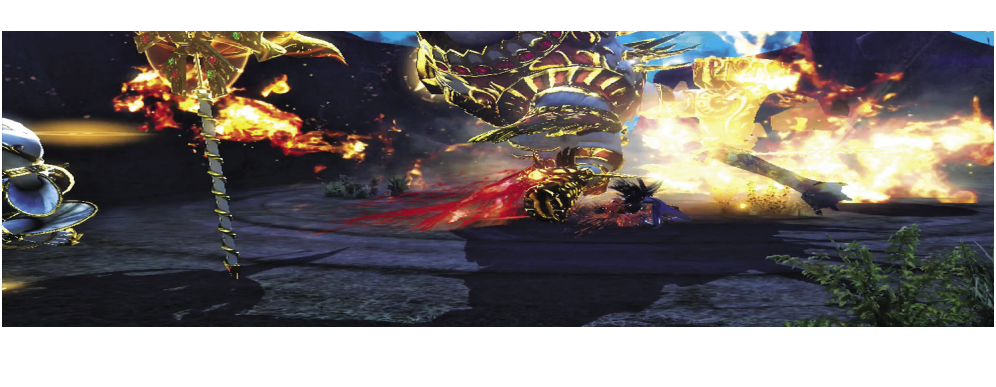
You've already fought Belief by himself before, and he's no different here. Stay at mid-range, away from his feet and his goo. Dodge his whip, go into Witch Time, and hold K to whip him to the ground whenever you can. Otherwise, slice with chainsaw, claim victory.

After you beat Verse 8, head to the end of the pathway to encounter this stage's final Muspelheim and Verse, all in one.



CH2 V8	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:00	0	17190	01:00	0	17190	01:10	0	17190	01:10	0
GOLD	01:10	300	7960	01:10	600	7960	01:20	1200	7960	01:20	3000
SILVER	01:20	600	5650	01:20	1200	5650	01:30	2400	5650	01:30	4500
BRONZE	01:30	900	3340	01:30	1800	3340	01:40	3600	3340	01:40	6000
BOSS BONUS											

VERSE 9



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies using a single combo.

ENEMIES: Compassion x6, Enrapture x2

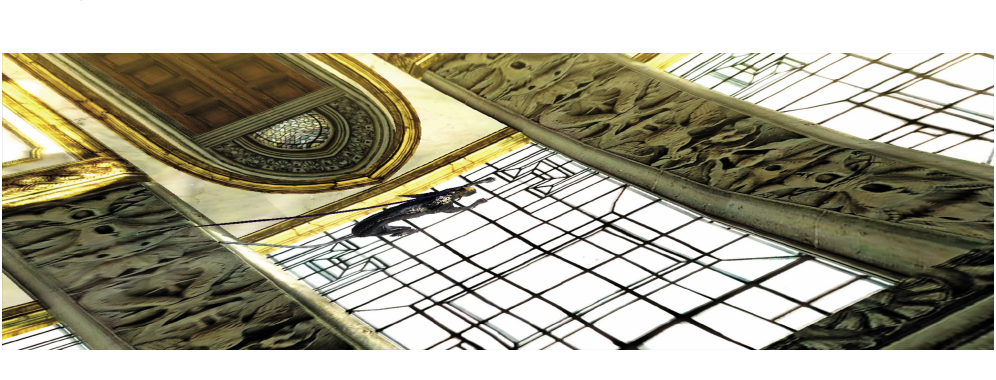
This Verse is basically popping balloons. Go after the Compassions in your chosen fashion. Partway through the Compassion assault, Enraptures will start showing up, but they're no tougher to beat. However, you must make sure your combo isn't broken. Use your guns to tag a new enemy whenever you defeat one!

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies using a single combo.

ENEMIES: Enrapture x3, Urbane x1

Urbanes are big damage sponges, so keeping a combo alive on one isn't hard. What might be hard is dealing with an enraged Urbane, so keep running back and forth across the field destroying the Enraptures until Urbane is calm again, then finish out the rest of your combo on him.



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

The above strategies work just fine with this weapon loadout, but you might want to whip the ∞ Climax Urbane to the ground with Alruna when you get a chance.

Beating this Verse nabs you a Broken Witch Heart (12/40)

Go straight ahead, off the edge. Once gravity re-rights itself, head through the doors and you're out!

POST-CHAPTER SPOILS

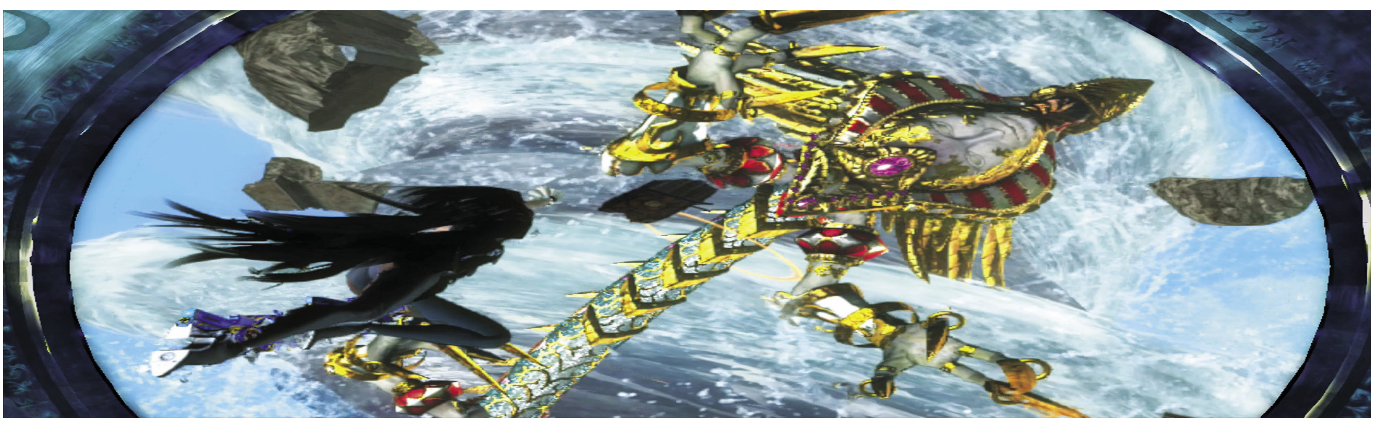
2 VERSE CARDS (ENRAPTURE, ACCOLADE)

CH2 V9	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:45	0	1870	00:45	0	1870	00:45	0	1870	01:05	0
GOLD	00:55	200	1220	00:55	200	1220	00:55	200	1220	01:10	200
SILVER	01:05	400	1050	01:05	400	1050	01:05	400	1050	01:15	400
BRONZE	01:15	600	890	01:15	600	890	01:15	600	890	01:20	600
BOSS BONUS											

VERSE 1

BOSS: Glamor

It's time for the final showdown with Glamor, the boss that's been heckling you since the beginning of the game! Naturally, he won't go down easily.



VERSE 1
12501021
Combo Points
×1.75
0483
30
×21 157
×8 16
TA ×28 140

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

Enemy: Glamor (2 Phases)

PHASE 1

You begin your battle against Glamor surfing on a piece of debris. Glamor will only surface occasionally, and from far away. Hit him with ranged attacks such as your standard Action button gun, Love Is Blue, or even the Kafka, until he decides he's ready to come to you. Dodge the pieces of building that he throws at you.

When Glamor strikes, that's your cue to dodge, and hit him with your strongest melee attacks during Witch Time!

Eventually Glamor decides he's had enough and tries to chomp Bayonetta once more. You get a Quick Time Event for this; hit the button quickly to pummel him into reconsidering, and send both of you to the second half of this phase.

This second half plays the same as the first: Dodge the buildings (buying Bat Within from The Gates of Hell helps quite a bit here), shoot while he's afar, melee when Glamor comes close and you can dodge into Witch Time.

Once he's had enough of your abuse again, he escapes to Paradiso. Dodge the buildings that come your way one last time, and Bayonetta follows.

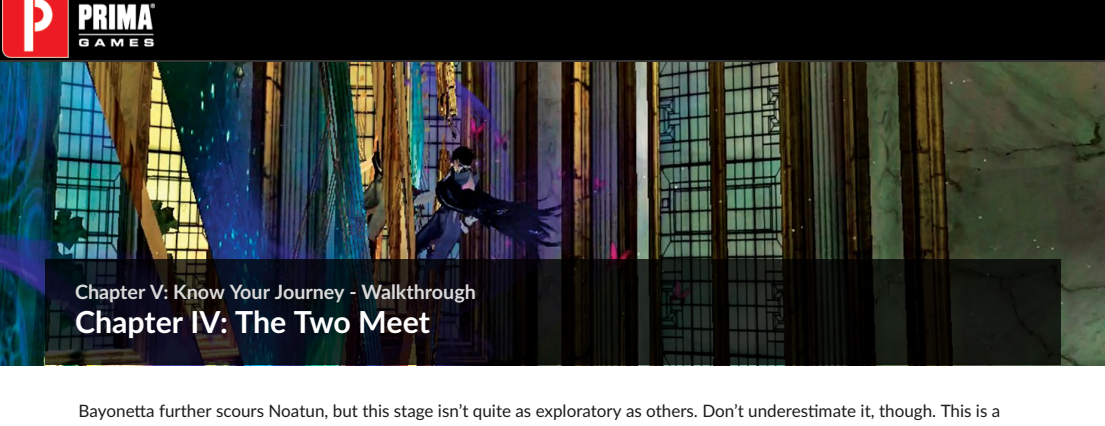
PHASE 2

Bayonetta takes flight once again! During Phase 2, all bets are off. Glamor can actually be approached in a similar manner to Gomorrah during the Prologue. Dodge his swipes, fly in close, and melee him with Salamandra for all you're worth. While you're not in close, fire at him from afar, but try to get in as much melee as possible. Never stop dealing damage!

Once you defeat Glamor, you'll enter a climactic Quick Time Event! Hit the button prompts to put him away for good.

POST-CHAPTER SPOILS 1 VERSE CARD (GLAMOR)

CH3 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	06:50	0	43130	06:50	0	43130	07:00	0	43130	07:10	0
GOLD	07:10	500	18750	07:10	1000	18750	07:20	2000	18750	07:30	3000
SILVER	07:30	750	12660	07:30	1500	12660	07:40	3000	12660	07:50	4000
BRONZE	07:50	1000	6560	07:50	2000	6560	08:00	4000	6560	08:10	5000
BOSS BONUS	10000			10000			10000			10000	



Chapter V: Know Your Journey - Walkthrough

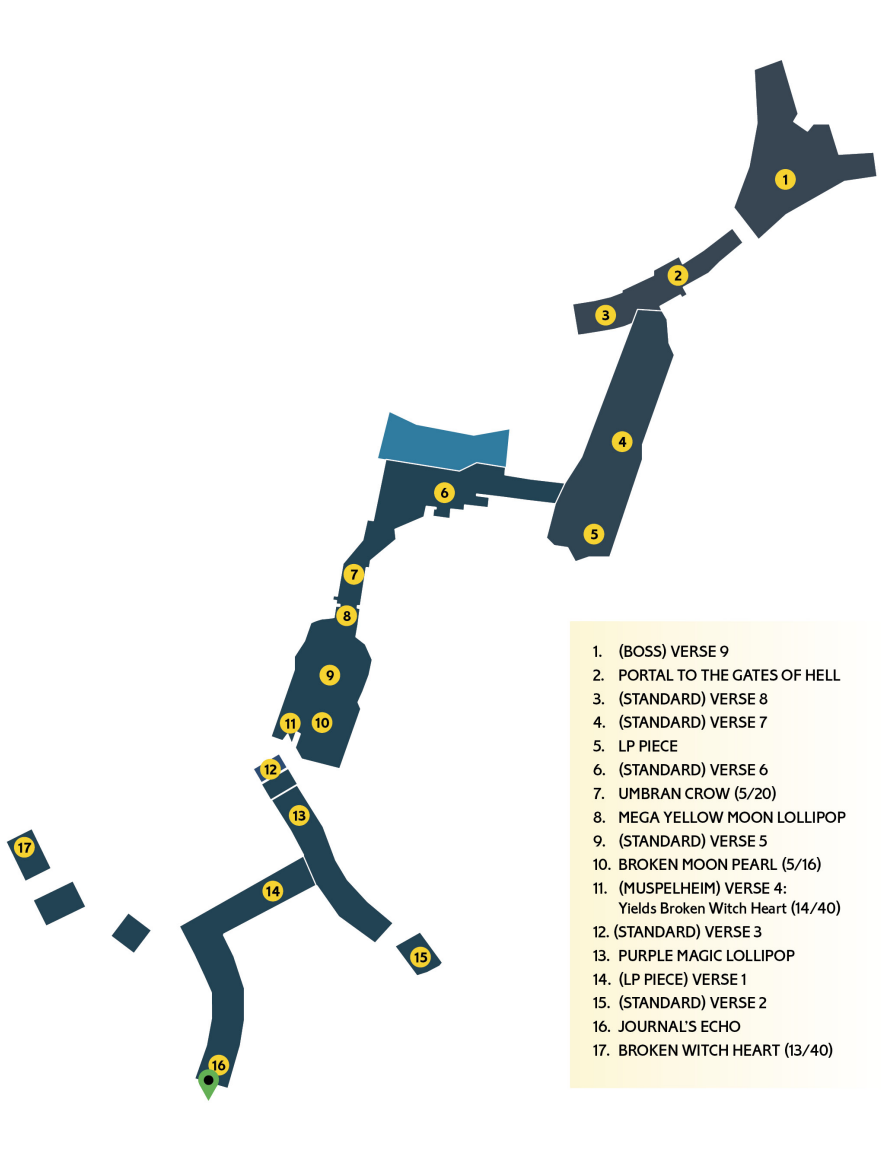
Chapter IV: The Two Meet

Bayonetta further scours Noatun, but this stage isn't quite as exploratory as others. Don't underestimate it, though. This is a short chapter that ends with a big bang.

Once the stage starts, don't move! There's a hole in the rooftop that you're standing on, directly in front of you. Peer into it to find the Journal's Echo **Sovereign.**

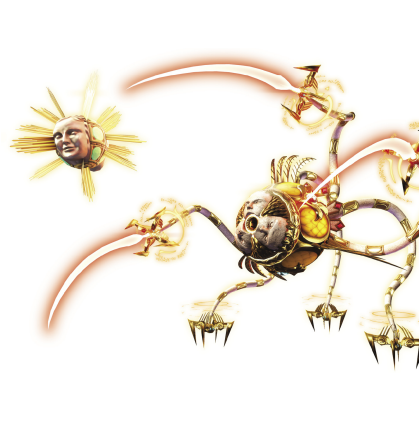
After that, head forward and take the left branch in the path fork across a few sunken houses, which leads to a chest. The chest contains a **Broken Witch Heart (13/40).**

Once you've gotten the Heart, come back to the fork in the path, and follow the path straight and to the right this time to access the first Verse.



1. (BOSS) VERSE 9
2. PORTAL TO THE GATES OF HELL
3. (STANDARD) VERSE 8
4. (STANDARD) VERSE 7
5. LP PIECE
6. (STANDARD) VERSE 6
7. UMBRAN CROW (5/20)
8. MEGA YELLOW MOON LOLLIPOP
9. (STANDARD) VERSE 5
10. BROKEN MOON PEARL (5/16)
11. (MUSPELHEIM) VERSE 4:
    Yields Broken Witch Heart (14/40)
12. (STANDARD) VERSE 3
13. PURPLE MAGIC LOLLIPOP
14. (LP PIECE) VERSE 1
15. (STANDARD) VERSE 2
16. JOURNAL'S ECHO
17. BROKEN WITCH HEART (13/40)

VERSE 1



ENEMY SPOTLIGHT: Fidelity

Fidelity telegraphs its attacks clearly enough, but it's fast! When you see it rearing back its pincers, that's your cue to dodge or simply move out of the way! Witch Time is easy to achieve off of these enemies as long as you stay alert.

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/ ∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms, Legs)

Enemies: Fidelity x1; ∞ Climax: Fidelity x2

It's easy enough to stay out of Fidelity's way, but because its attacks are so fast, you should learn to dodge them so that Witch Time can cut their speed down to size. When its pincers rear back, that's the moment! Be careful, because they sometimes attack with multiple pincer strikes in sequence.

On Non-Stop Climax there are two Fidelities to deal with, but the overall strategy is the same.

Go straight, then turn right and make the jumps to the platform all the way at the end for Verse 2.

Beating this Verse the first time around nets you the Angelic Hymns Gold LP Der Hölle Rache 1/2.

CH4 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:15	0	390	00:15	0	390	00:20	0	390	00:25	0
GOLD	00:20	200	340	00:20	400	340	00:25	800	340	00:30	2000
SILVER	00:25	400	320	00:25	800	320	00:30	1600	320	00:35	4000
BRONZE	00:30	800	310	00:30	1600	310	00:35	3200	310	00:40	6000
BOSS BONUS											

VERSE 2

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

Enemies: Fidelity x1, Acceptance (Harp) x1, Acceptance (Spear) x3; ∞ Climax: Fidelity x2, Accolade (Spear) x2, Acceptance (Harp) x1, Acceptance (Spear) x1

This Verse gives you Fidelity enemies on top of Acceptances you've already fought multiple times by now. Dodge the harp-wielding Acceptance's arrows for ample Witch Time opportunities, but otherwise, you're stuck dodging melee swipes from the other enemies and capitalizing from there.

On ∞ Climax you simply have more enemies of the same type to deal with, so prepare for a more drawn-out fight.

Turn back around and go straight, to the clock tower. Press the Action button at the door to bring the house down—literally.

Once the clock tower falls over, drop straight down to find a chest containing a **Purple Magic Lollipop.** Go forward to the next Verse...once the moon's finished hogging the spotlight, anyway.

CH4 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	4730	00:40	0	4730	00:50	0	4730	01:00	0
GOLD	00:50	200	2550	00:50	400	2550	01:00	800	2550	01:10	2000
SILVER	01:00	400	2010	01:00	800	2010	01:10	1600	2010	01:20	4000
BRONZE	01:10	800	1460	01:10	1600	1460	01:20	3200	1460	01:30	6000
BOSS BONUS											

VERSE 3

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

Enemies: Accolade (Shield) x1, Compassion x6

Shield-bearing Accolades are always a challenge. Bait it into throwing dodgeable attacks whenever you can by fighting close to it, but don't forget about the Compassions. You can break through the Accolade's shield with attacks during Witch Time and Umbran Climax, so use them whenever you can!

∞ CLIMAX

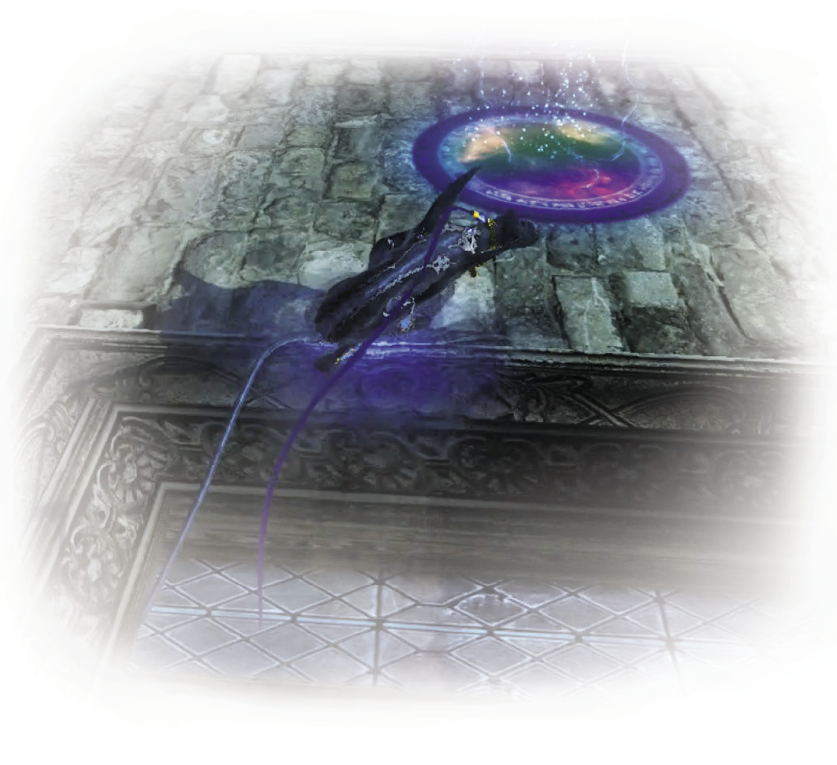
Enemies: Acceptance (Harp) x2, Compassion x9

This is actually arguably easier than the lower difficulties! There's no Accolade around to make your quest for a high score any tougher, so you can concentrate on taking down the weak Compassions, then the Acceptance once you've finished taking advantage of its arrows.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

Follow the above strategies, being sure to slice with Salamandra as necessary. When dealing with the shield-wielding Accolade, take every Witch Time advantage you can, as well as every Umbran Climax opportunity. Umbran Climax can break through the shield.



Thanks to that spotlight-hogging moon, Bayonetta can actually Witch Walk around the lower part of this tower! Do so to find a Muspelheim.

CH4 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	3190	00:40	0	3190	00:40	0	3190	00:50	0
GOLD	00:50	200	1860	00:50	400	1860	00:50	800	1860	01:00	1800
SILVER	01:00	400	1530	01:00	800	1530	01:00	1600	1530	01:10	3600
BRONZE	01:10	600	1200	01:10	1200	1200	01:10	2400	1200	01:20	5400
BOSS BONUS											

VERSE 4

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

Muspelheim Objective: Defeat all enemies using a single combo.

Enemies: Acceptance (Spear) x2, Accolade (Shield) x1, Compassion x10

Dispatch the Acceptances and Compassions with your strongest attacks. When the Accolade shows up, it's Verse 3 all over again. Keep destroying the Compassions while waiting for a Witch Time opening to break through the Accolade's shield.

∞ CLIMAX

Muspelheim Objective: Defeat all enemies using a single combo.

Enemies: Accolade (Shield) x2

The key to this Verse is to *constantly* bait the Accolades into attacking with their shield. The trick is to attack, then stop for a second or two to see how they react. Constantly attacking while their shields are up is a good way to get zero opportunities to dodge. Taunting can help but is not required. Finally, Umbran Climax is your friend.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

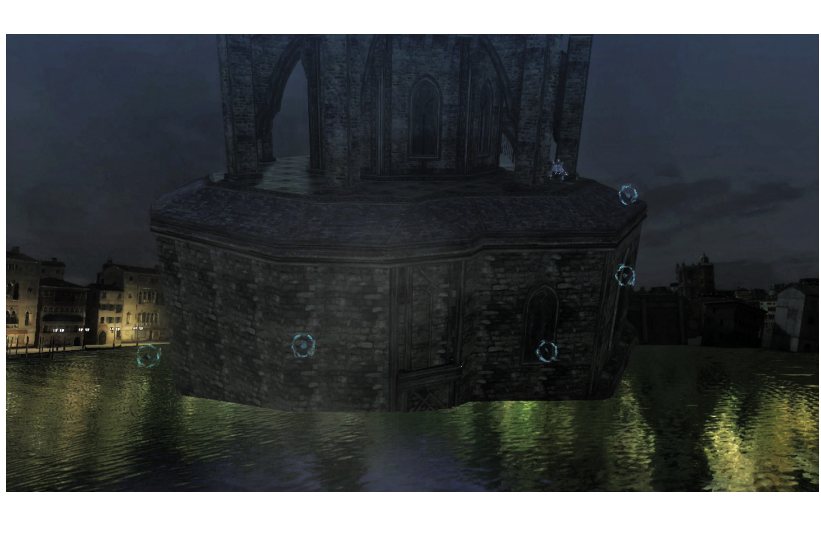
Long slices with the Salamandra will help in either scenario, but in the lower difficulties you'll have to keep moving to keep up with enemies whereas in ∞ Climax you'll have to stay in close.

Beating this Verse nabs you a Broken Witch Heart (14/40)

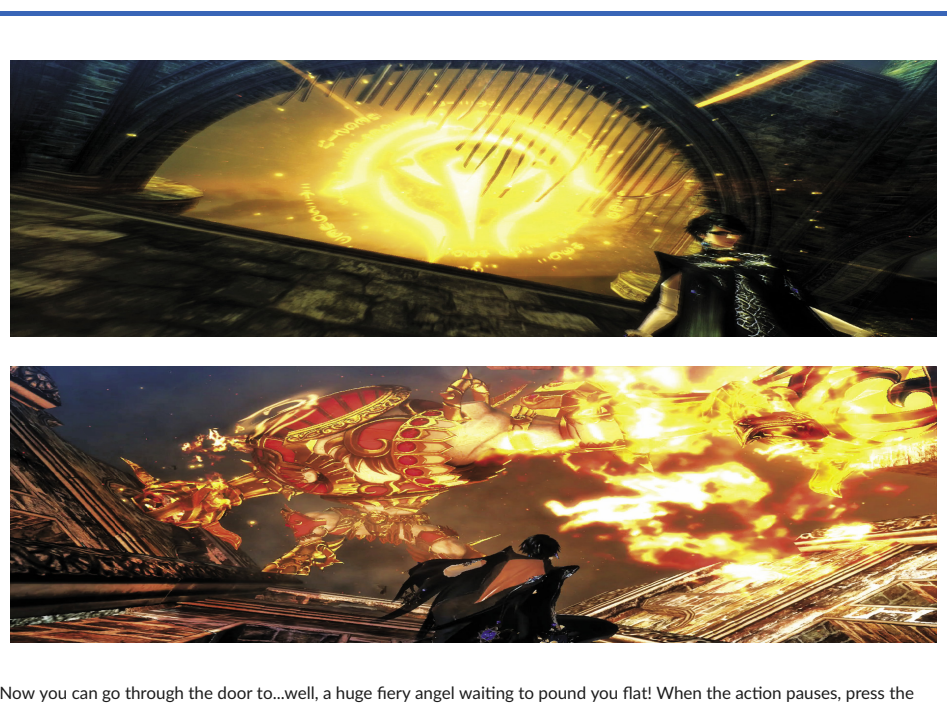
Go back up and face the door. Before walking in, however, walk to the left and look toward the columns to find an **Umbran Witch Resting Place.** Solve it to get a **Broken Moon Pearl (5/16).**

CH4 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:05	0	15400	01:05	0	15400	01:05	0	15400	01:00	0
GOLD	01:15	200	7230	01:15	200	7230	01:15	200	7230	01:10	200
SILVER	01:25	400	5180	01:25	400	5180	01:25	400	5180	01:20	400
BRONZE	01:35	600	3140	01:35	600	3140	01:35	600	3140	01:30	600
BOSS BONUS											

Umbran Resting Place (60 Sec)



The trail of pieces leads straight, down along the side of the tower, and to the right. Keep to the center as you run along the tower's side to spot them all.



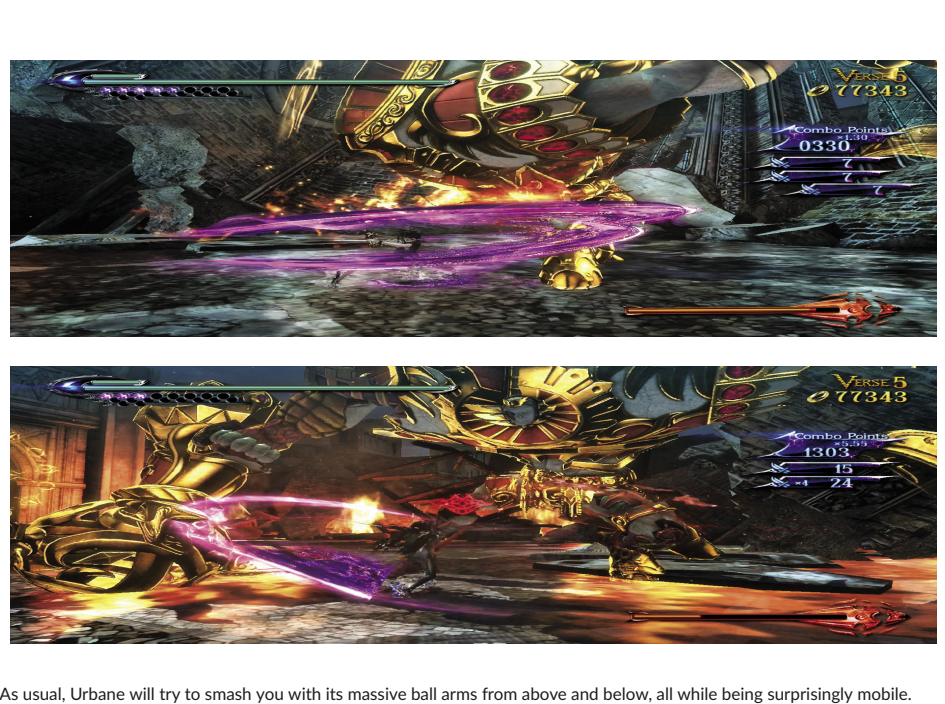
Now you can go through the door to...well, a huge fiery angel waiting to pound you flat! When the action pauses, press the Evade button to be rewarded with Witch Time as soon as the Verse starts!

VERSE 5

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms), Alruna (Legs)

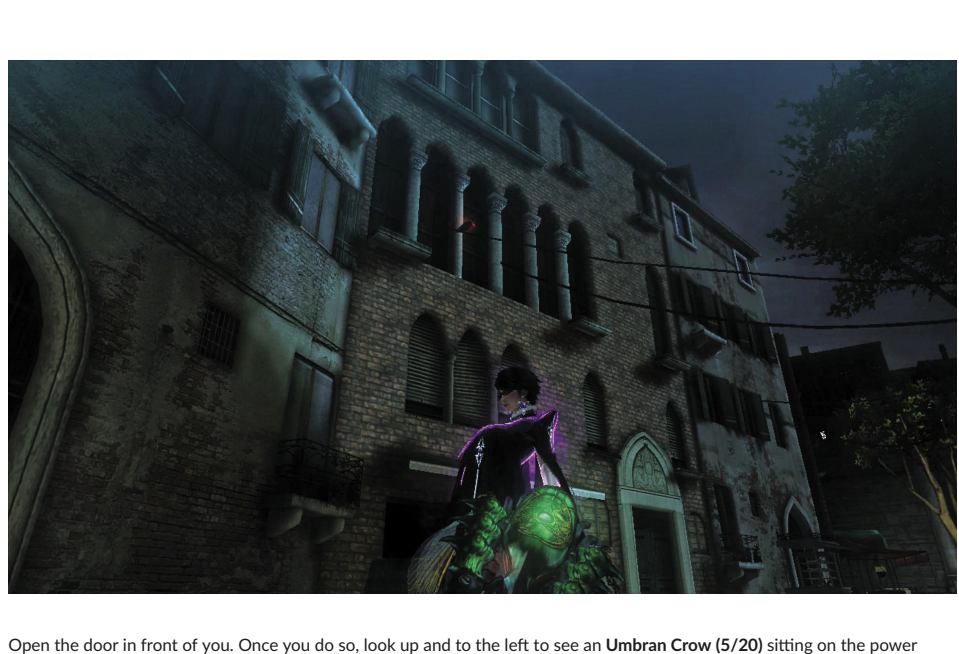
Enemy: Urbane x1



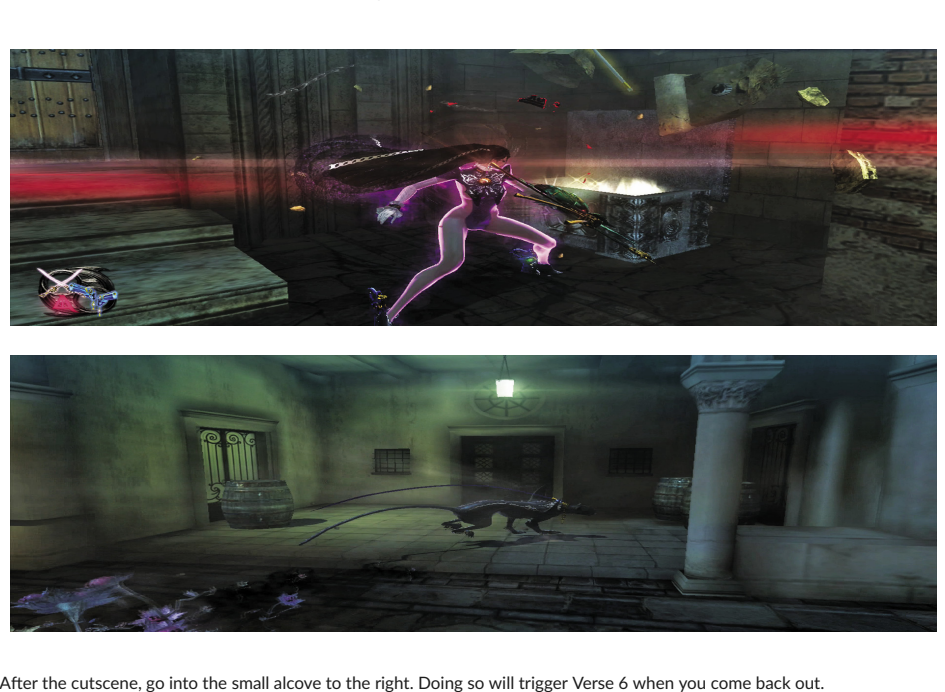
As usual, Urbane will try to smash you with its massive ball arms from above and below, all while being surprisingly mobile. Dodge and retaliate during Witch Time, though keep in mind that unless you use Umbran Climax, you won't be able to interrupt any of his moves using your own force. Hold out until you can whittle his vitality to nothing.

After the battle, follow the button prompts during the climactic Quick Time Event to put Urbane's fire out.

CH4 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:10	0	17190	01:10	0	17190	01:10	0	17190	01:20	0
GOLD	01:20	300	7960	01:20	600	7960	01:20	1200	7960	01:30	3000
SILVER	01:30	600	5650	01:30	1200	5650	01:30	2400	5650	01:40	4500
BRONZE	01:40	900	3340	01:40	1800	3340	01:40	3600	3340	01:50	6000
BOSS BONUS											



Open the door in front of you. Once you do so, look up and to the left to see an **Umbran Crow (5/20)** sitting on the power lines. Grab it, then open the nearby chest for a **Mega Yellow Moon Lollipop.**



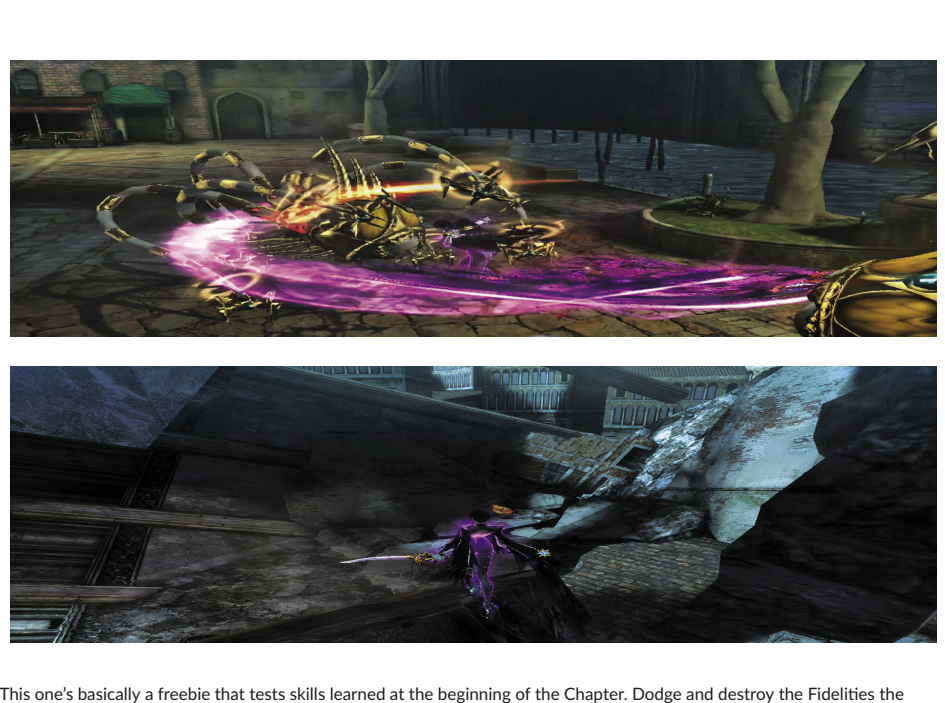
After the cutscene, go into the small alcove to the right. Doing so will trigger Verse 6 when you come back out.

VERSE 6

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

Enemies: Fidelity x2



This one's basically a freebie that tests skills learned at the beginning of the Chapter. Dodge and destroy the Fidelities the second you see their pincers approach.

Head through the hallway ahead to an overhang overlooking some rubble. Look down and to the right to find the Angelic Hymns Gold LP **Der Hölle Rache 2/2.** Next time you visit The Gates of Hell, the power of Undine will allow you to fight evil with a cool style and a burning heart. Grab the LP, then get ready to fight.

CH4 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:30	0	1230	00:30	0	1230	00:40	0	1230	00:40	0
GOLD	00:40	200	850	00:40	400	850	00:50	800	850	00:50	1600
SILVER	00:50	400	760	00:50	800	760	01:00	1600	760	01:00	3200
BRONZE	01:00	600	660	01:00	1200	660	01:10	2400	660	01:10	4800
BOSS BONUS											

VERSE 7

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

Enemies: Compassion x6; ∞ Climax: Cachet x1, Compassion x6

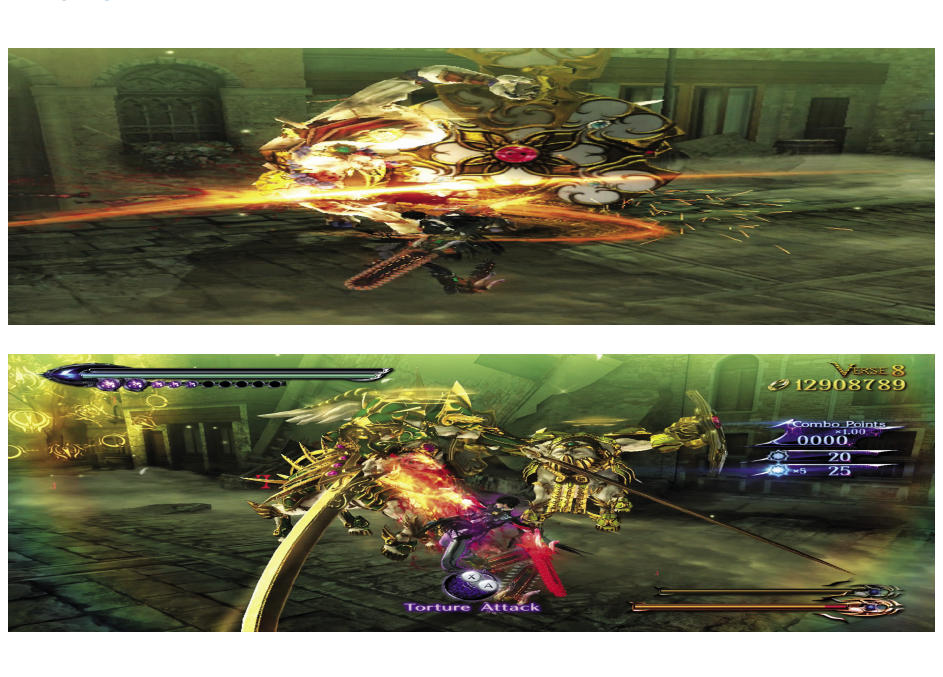
It's Bayonetta versus a cadre of fast-moving Compassions on a slanted plane! Use jump attacks and the Stiletto technique in the air to keep up with them whenever needed, as well as your guns.

On ∞ Climax a Cachet joins the proceedings. Be on the lookout for its drill attacks, but otherwise, the strategy is the same.

Progress and drop down to see The Gates of Hell to the right. If you go to the left, you'll see a couple on the bench. If you break the bench and interrupt their quiet time, Verse 8 will be triggered on your way back. Apparently the denizens of Paradiso are a bunch of romantic softies—who knew?

CH4 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	720	00:25	0	720	00:25	0	720	00:30	0
GOLD	00:35	80	580	00:35	160	580	00:35	320	580	00:40	1500
SILVER	00:45	160	540	00:45	320	540	00:45	640	540	00:50	3000
BRONZE	00:55	320	500	00:55	640	500	00:55	1280	500	01:00	4500
BOSS BONUS											

VERSE 8



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

Enemies: Accolade (Shield) x2

As with all fights involving shield-bearing Accolades, hold off your attacks until you can bait theirs, then go into Witch Time. Try to go into this fight with a good amount of magic power so you can use Umbran Climax quickly.

∞ CLIMAX

Enemies: Accolade (Twin Blades) x1, Accolade (Shield) x1

This is yet another case of the highest difficulty being arguably easier than the lower ones! The twin blade-wielding Accolade is a great source of Witch Time. Use that Witch Time to dispatch the shield-bearing Accolade, then go for the other.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

Follow the above strategies and do whatever it takes to defeat both enemies in a single combo to attain the Pure Platinum for the Verse.

With those troublesome enemies taken care of, there's only one way to go now, and that's forward to the boss!

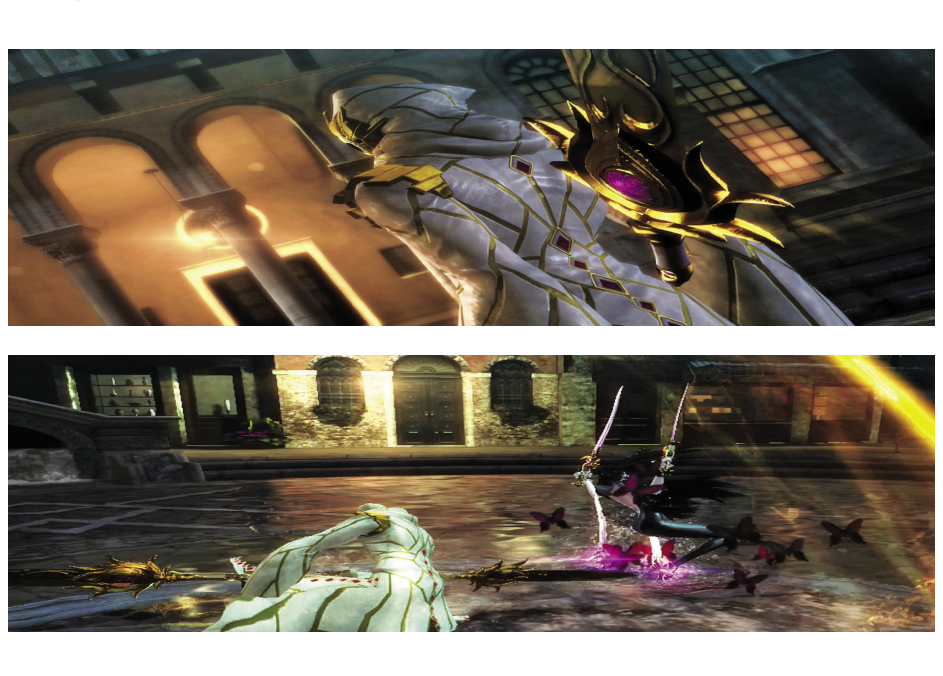
CH4 V8	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:00	0	3750	01:00	0	3750	01:00	0	3750	00:30	0
GOLD	01:10	200	2100	01:10	400	2100	01:10	800	2100	00:40	2000
SILVER	01:20	400	1690	01:20	800	1690	01:20	1600	1690	00:50	3000
BRONZE	01:30	800	1280	01:30	1600	1280	01:30	3200	1280	01:00	6000
BOSS BONUS											

VERSE 9

BOSS: Masked Lumen

The Masked Lumen has arrived, and he fights for no justice but his own. This won't be the last time he shows up to get in Bayonetta's way, and because he's a Lumen Sage, his powers are comparable to hers! There are four phases to this fight, each larger in scale than the previous one.

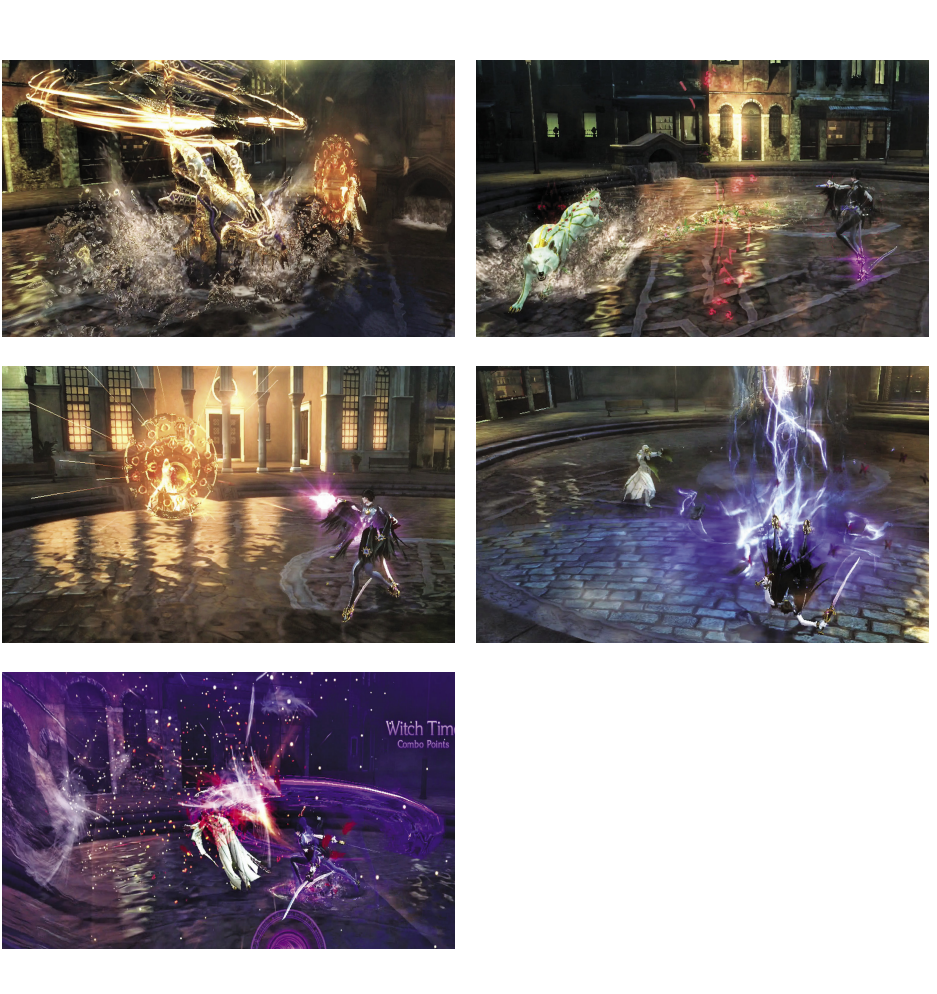
The good news is that you can use a handy strategy to gain the upper hand, maintain it for the duration of the fight, and gain Pure Platinum once you've mastered your tactics. The bad news is that it requires learning just about all of his attacks—and because he moves like lightning, you'll probably get hit a lot during the learning process. Still, great rewards lie on the other side. Let the training commence.



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED WEAPONS: Rakshasa (Arms)

Enemy: Masked Lumen (4 Phases)



PHASE 1

The Masked Lumen has a variety of attacks at his disposal. He will lunge at you with his spear, throw his spear at you, send fireballs at you, send the Lumen Sage equivalent of an Infernal Weave toward you, change into a wolf and pounce, or cause magical geysers to erupt from the ground. All of these attacks are highly telegraphed and can be dodged with little trouble—simply do so whenever you're about to be struck. The problem comes from the speed with which these attacks are launched, which will take some getting used to.

Once you've gotten the hang of dodging the Lumen's attacks, follow this specific attack strategy: Dodge an attack, then while Witch Time is active, perform no more than four P slashes with Rakshasa. Vary your hits based on the Masked Lumen's movements—if he's too far, you might not want to go for the full assault. Once your combo is complete, instantly dodge away and fire your Action button gun full-auto. The Masked Lumen puts up a shield, but he lowers it before six seconds have passed, and you can tag him. The Masked Lumen will then continue his assault. Stay mobile while using your gun until you're ready to dodge another of his attacks.

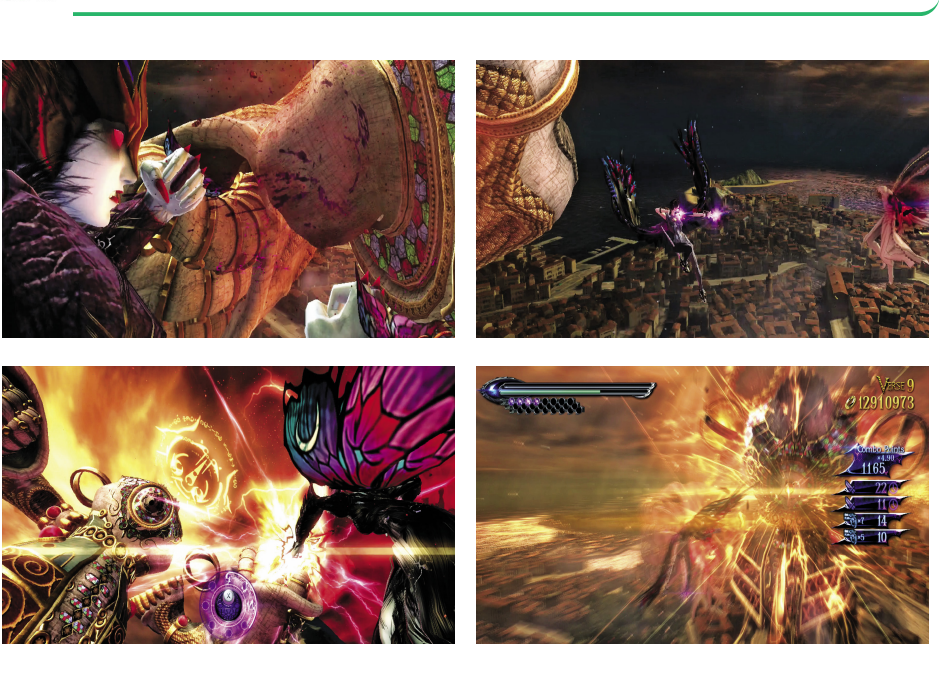
Repeat the dodge/slash/gun process, making sure not to lose your combo if you can help it. If you have Umbran Climax stored up, you can sometimes use it to get in some extra hits outside of this overall strategy unless you're on ∞ Climax difficulty (see below).

PHASE 2

During this phase, follow the same strategy as the above, but there's one more attack opportunity, and it's a golden one. During this phase of the fight, the Masked Lumen stands in place as he calls for his angel to launch an attack. If you let him go through with it, an earthquake rocks the platform you're fighting on for massive damage (though this can be dodged). However, a PPP combo from Rakshasa can spoil the Masked Lumen's plans, and leave him open to a full PPPPP combo! Use this to greatly raise your score multiplier and do heavy damage.

Tip

Staying on the offensive as much as you can allows you to keep your combo going during all four phases, which is essential to meeting combo score requirements for this Verse.



PHASE 3

You're flying this time around, but follow the same strategy as in the first two phases. This time the angel fires a giant laser instead of causing an earthquake. It can still be dodged with the correct timing.

PHASE 4

Madama Butterfly joins the brawl! Use the P and K buttons to send her fists flying at the Masked Lumen's angel. Be sure to dodge the angel's punches to trigger Witch Time.

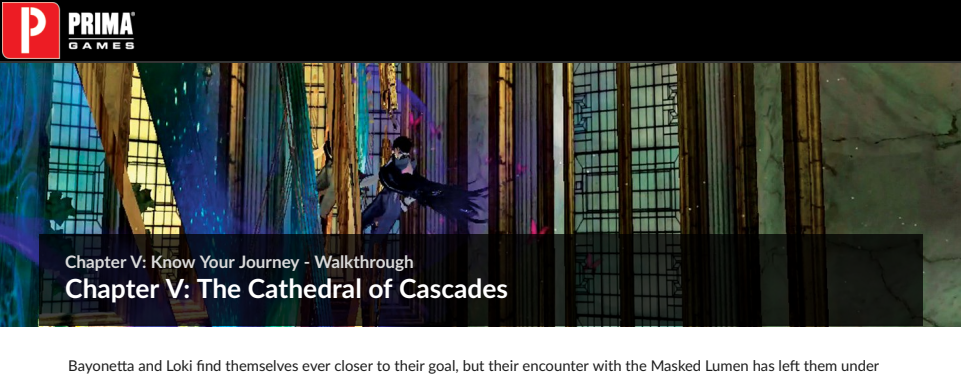
After this phase, there's a climactic Quick Time Event. Repeatedly press X for maximum bonus Halos. Bayonetta's battle against the Masked Lumen then concludes...for now.

More ∞ Climax Notes

On ∞ Climax, the strategy—including that for attaining Pure Platinum—for all four phases is the same as on Normal and Hard, but there are two major things to watch out for. One, the Masked Lumen now moves markedly faster. Second, unless he's preparing the attack from his summoned angel, the only time that's truly safe to hit him is in Witch Time. Don't bother trying to slip in extra hits outside of Witch Time like you could in 2nd Climax and 3rd Climax, not even with Umbran Climax. Simply dodge his attack, do no more than four P slashes with Rakshasa, dodge away, fire your gun until he drops his guard and you can tag him, then repeat the process. Remember to do your best to continue your combo through all four phases!

POST-CHAPTER SPOILS 3 **Verse Cards** (Fidelity, Accolade, Masked Lumen)

CH4 V9	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	03:40	0	43130	03:40	0	43130	04:10	0	43130	04:40	0
GOLD	03:50	500	18750	03:50	1000	18750	04:40	2000	18750	05:10	4000
SILVER	04:20	1000	12660	04:20	2000	12660	05:10	4000	12660	05:40	6000
BRONZE	04:50	1500	6560	04:50	3000	6560	05:40	6000	6560	06:10	8000
BOSS BONUS	10000			10000			10000			10000	



Chapter V: Know Your Journey - Walkthrough

Chapter V: The Cathedral of Cascades

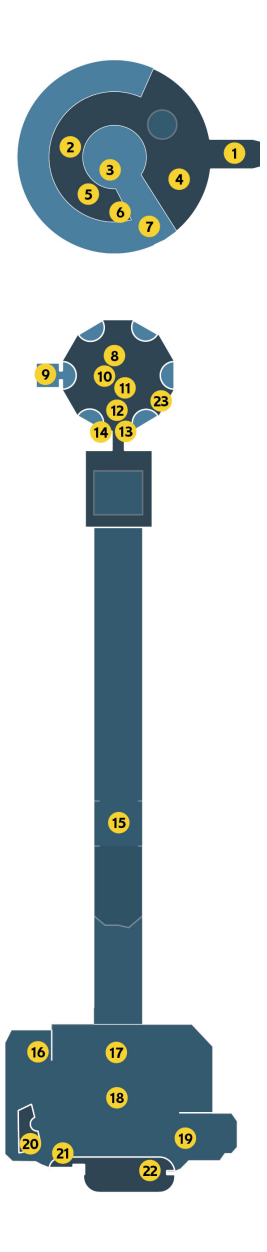
Bayonetta and Loki find themselves ever closer to their goal, but their encounter with the Masked Lumen has left them under duress...

If this is your first time playing through the game, then welcome to your new power: Snake Within! Press the Jump button to dash through the water and rescue Loki.

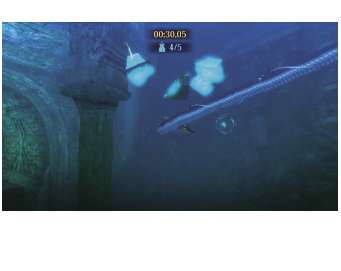
A cutscene plays. Once it's over, grab the **City of Water** Journal's Echo on the right side of the platform.

Move to the opposite (left) side of the platform to find an **Umbran Witch Resting Place** containing a **Broken Witch Heart (15/40)**.

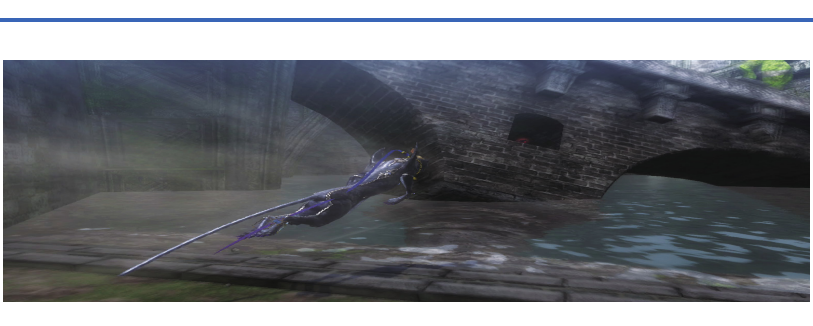
1. LP PIECE
2. MIDAS'S TESTAMENT
3. JOURNAL'S ECHO
4. (STANDARD) VERSE 7
5. UMBRAN CROW (8/20)
6. HALOS
7. (MUSPELHEIM) VERSE 8: Yields Broken Witch Heart (18/40)
8. (STANDARD) VERSE 6
9. (MUSPELHEIM) VERSE 5: Yields Broken Moon Pearl (7/16)
10. JOURNAL'S ECHO
11. (STANDARD) VERSE 4
12. JOURNAL'S ECHO
13. ENTRANCE TO THE GATES OF HELL
14. UMBRAN CROW (7/20)
15. (STANDARD!) VERSE 3: Yields Broken Moon Pearl (6/16)
16. LP PIECE
17. MEGA GREEN HERB LOLLIPOP
18. (STANDARD) VERSE 1
19. (MUSPELHEIM) VERSE 2: Yields Broken Witch Heart (16/40)
20. UMBRAN CROW (6/20)
21. BROKEN WITCH HEART (15/40)
22. JOURNAL'S ECHO
23. BROKEN WITCH HEART (17/40)



Umbran Resting Place (60 Secs)



This one's a bit tricky, because the pieces are very spread out. Use Crow Within to grab the one straight ahead above the water, then dive down. The second piece is in the open where Verse 1 takes place, the third near a chest at ground level. Circle back around while going toward the surface for the final two.



From here, look left across the water for an **Umbran Crow (6/20)**. Now that we've collected everything topside, it's time to get our feet wet. Again.

Heading into the water, you see three branching paths going left, middle, and right. Go left to reach a chest containing the Angelic Hymns Gold LP **Erlkönig 1/2**. Go down the middle for a chest containing a **Mega Green Herb Lollipop**, as well as the first Verse.

VERSE 1

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Fidelity x2

The ground here is quite uneven, and even with Snake Within, Fidelities will always be more nimble underwater than Bayonetta. Maneuvering can be difficult. Use Stiletto to close the distance, but be mindful of the mines that Fidelity drops!

∞ CLIMAX

ENEMIES: Fidelity x4

This difficulty relies on the same strategy, but with twice as many Fidelities (and twice as many mines)! Get to it.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra or Love Is Blue (Arms), Alruna (Legs)

As mentioned, the ground here is very uneven and there may be times when you want to just stand your ground and shoot things. Use Love Is Blue to accomplish this, but any time you're in range of a Fidelity, slice with Salamandra for maximum points.

Use Snake Within to move freely underwater!

Now backtrack and go to the right of the sunken passage you're in. This leads to a Muspelheim.

CH5 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	1230	00:35	0	1230	00:40	0	1230	00:45	0
GOLD	00:50	200	850	00:50	400	850	00:55	800	850	01:00	2000
SILVER	01:05	400	760	01:05	800	760	01:10	1600	760	01:15	4000
BRONZE	01:20	800	660	01:20	1600	660	01:25	3200	660	01:30	6000
BOSS BONUS											

VERSE 2

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies. Witch Time cannot be activated.

ENEMIES: Fidelity x5, Compassion x2

Above water, Fidelities are a little easier to deal with, even with Compassion backup. Use your full maneuvering capabilities to flank and rout them, watching for their pincers. You won't have Witch Time to help you, so stay aggressive and look out for attack tells at all times.

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies. Witch Time cannot be activated.

ENEMIES: Accolade (Shield) x3

This one is an utter doozy, but completely winnable with patience and a couple of sneaky tricks. As usual, hold off on attacking and bait at least one Accolade into dropping its shield. You won't have Witch Time here so you can't break the shield using it. Instead, equip the Evil Harvest Rosary. The explosions send the Accolades reeling, allowing you to get hits in! This also gives a greater chance of activating the Counter prompt, allowing you to do even more damage via a special Quick Time Event.

Angels play dirty sometimes. Why shouldn't you?

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

Salamandra with the above strategies will absolutely nail Pure Platinum for you. Don't get hit!

Beating this Verse nabs you a Broken Witch Heart (16/40)

Once you're done here, go back to the central path and enter the opening above the chest. Swim above the first broken gate and through to the second to see a path splitting off into multiple levels. Go to the bottom level first—we've got something to pick up!

CH5 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:50	0	3980	00:50	0	3980	00:50	0	3980	01:20	0
GOLD	01:00	200	2230	01:00	200	2230	01:00	200	2230	01:30	200
SILVER	01:10	400	1790	01:10	400	1790	01:10	400	1790	01:40	400
BRONZE	01:20	600	1350	01:20	600	1350	01:20	600	1350	01:50	600
BOSS BONUS											

VERSE 3

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

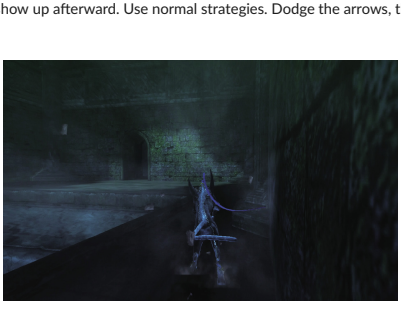
ENEMIES: Fidelity x2, Enrapture x1

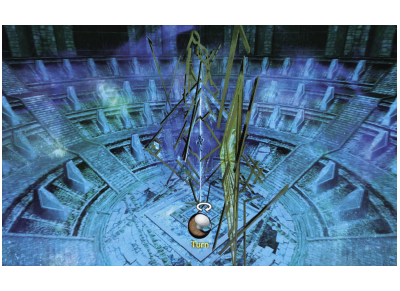
The ground here is a lot more even, allowing you to get a bead on the Fidelities even with your decreased mobility. Down the Enrapture first, however.

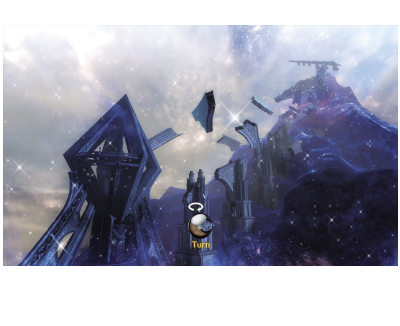
∞ CLIMAX

ENEMIES: Fidelity x2, Acceptance (Harp) x3

Harp Acceptances would have made the Verse much easier had they shown up at the same time as the Fidelities. Alas, they show up afterward. Use normal strategies. Dodge the arrows, then hit back during Witch Time.







GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The above strategies with Salamandra will ensure Pure Platinum.

Beating this Verse nabs you a Broken Moon Pearl (6/16).

Once done here, head to the top level, and keep swimming until you surface. You come out of the water into a square room with one exit. Take that way out into the Underground Graveyard. Don't move too quickly out of that doorway, though—an **Umbran Crow (7/20)** waits for you right outside. You wouldn't want it to fly away, would you?

Directly ahead of the Crow is the Journal's Echo **Underground Graveyard**. Go back around the outer edge to find a chest containing a **Broken Witch Heart (17/40)**, as well as an entrance to The Gates of Hell.

Go to the center. Loki conjures a pole. Press the Action button near the pole, then have Bayonetta spin on it to activate it. Voila: The Bridge to the Heavens!

We'll get to that later, though. First we have to fight an unexpected guest...

CH5 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	1680	00:35	0	1680	00:40	0	1680	00:45	0
GOLD	00:50	400	1090	00:50	800	1090	00:55	1600	1090	01:00	3200
SILVER	01:05	600	950	01:05	1200	950	01:10	2400	950	01:15	4800
BRONZE	01:20	1200	800	01:20	2400	800	01:25	3200	800	01:30	6400
BOSS BONUS											

VERSE 4

ENEMY SPOTLIGHT: Pain

Pain is a rolling tank-like demon who would love nothing better than to ram you across the room. Fortunately for Bayonetta, it takes a second or two for him to get up to speed, and a second or two is all Bayonetta ever needs.

800 GIGATON

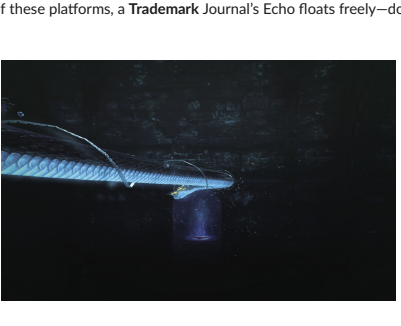
1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

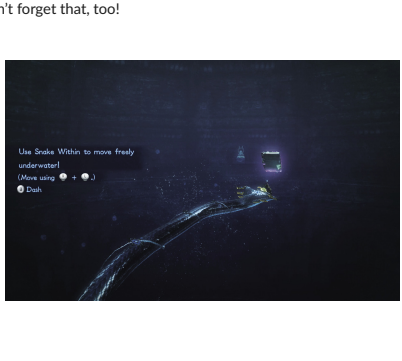
SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms), Alruna (Legs)

Enemy: Pain x1

At any difficulty, take advantage of Pain's tells and lack of speed compared to your own to dodge into Witch Time and bring him down. Even though it's slanted, use the large battlefield to your advantage and maintain the high or level ground whenever possible. If you have Alruna, you can whip him to the ground, but only for a moment.

Once Pain is dispatched, the room fills with water! As the water rises and you swim upward, note the set of higher platforms you couldn't reach before. One of these contains a chest with some Halos, and another holds a Muspelheim. In the center of all of these platforms, a **Trademark** Journal's Echo floats freely—don't forget that, too!

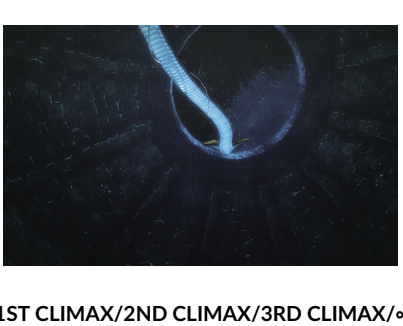




Use Snake Within to move freely underwater!

CH5 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:00	0	17190	01:00	0	17190	01:10	0	17190	01:20	0
GOLD	01:10	300	7960	01:10	600	7960	01:20	1200	7960	01:30	2400
SILVER	01:20	600	5650	01:20	1200	5650	01:30	2400	5650	01:40	4200
BRONZE	01:30	900	3340	01:30	1800	3340	01:40	3600	3340	01:50	6000
BOSS BONUS											

VERSE 5



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Kafka (Arms), Alruna (Legs)

MUSPELHEIM OBJECTIVE: Defeat all enemies without touching the ground once.

ENEMIES: Compassion x6; ∞ Climax: Cachet x2, Compassion x6

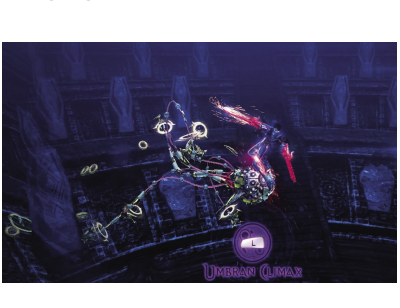
Beat this Verse on any difficulty just by pressing K over and over again with Alruna equipped to your legs. You may have to adjust for direction, you might have to fire a couple of Kafka shots at faraway targets, but otherwise...yep. K all day. Impress your friends!

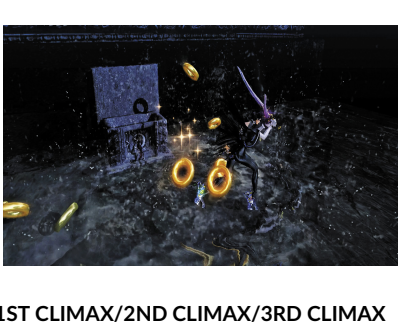
Beating this Verse nabs you a Broken Moon Pearl (7/16)

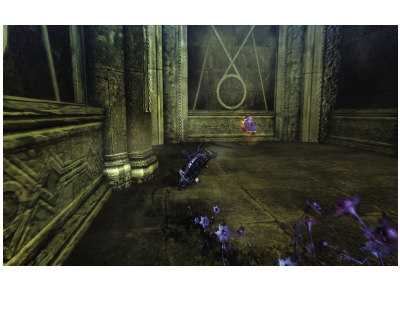
Head up and surface. Once you do, however, jump back into the drink again to trigger a hidden Verse.

CH5 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	1310	00:25	0	1310	00:25	0	1310	01:00	0
GOLD	00:35	200	910	00:35	200	910	00:35	200	910	01:15	200
SILVER	00:45	400	810	00:45	400	810	00:45	400	810	01:30	400
BRONZE	00:55	600	710	00:55	600	710	00:55	600	710	01:45	600
BOSS BONUS											

VERSE 6







1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Fidelity x3

This is the biggest test of your water maneuvering skills so far. Use Snake Within to dart to the Fidelities, and away from their attacks, in order to destroy them with brute force.

∞ CLIMAX

Enemies: Fidelity x2, Compassion x10

This one's a little harder, and it's likely that you'll be fighting all the way to the bottom, but the overall strategy remains unchanged.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

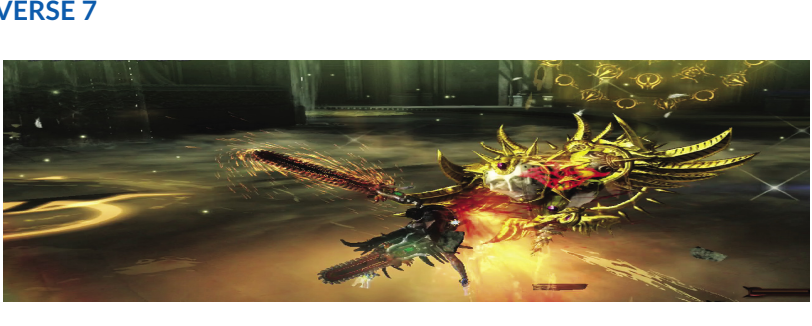
Pressing KK and holding the second button press during Witch Time can help a bit, but otherwise, it really is a matter of rocketing to your foes with Stiletto and cutting them to pieces.

Head back up and approach the giant stairway. Bayonetta and Loki talk for a while. Use this time to walk to the left of the steps to a chest containing some more Halos. Now backtrack all the way to the end of the hall. Enter a room bathed in a golden light to find the Angelic Hymns Gold LP **Erlkönig 2/2**.

Once you come out, head left. A Verse triggers to reward your curiosity. Naturally.

CH5 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:50	0	2930	00:50	0	2930	01:00	0	2930	01:15	0
GOLD	01:00	100	1710	01:00	200	1710	01:10	400	1710	01:25	2000
SILVER	01:10	200	1410	01:10	400	1410	01:20	800	1410	01:35	4000
BRONZE	01:20	400	1100	01:20	800	1100	01:30	1600	1100	01:45	6000
BOSS BONUS											

VERSE 7



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Cachet x3, Enrapture x1

Leaving the Enrapture alive to capitalize on the enraged Cachets for score is a viable strategy, but it's just a whole lot easier to take him out, then go for the flyers. Stay mobile.

∞ CLIMAX

ENEMIES: Accolade (Hammer) x3

Do *not* get crowded under absolutely any circumstances when engaging these Accolades. It's far too easy to get knocked around like a ping-pong ball. Stay just on the outside, run in and attack when you see your chance, and repeat.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

Keep a cool head and the above strategies will serve you and Salamandra well.

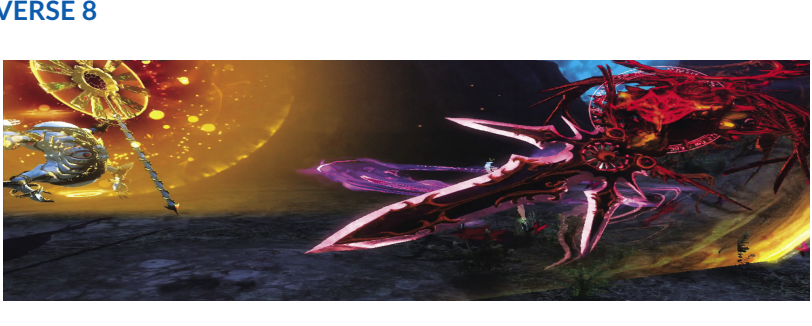
Now you can go up the staircase...but only halfway! Look to your left to see some outcroppings, one of which contains a chest yielding a valuable **Midas's Testament**.

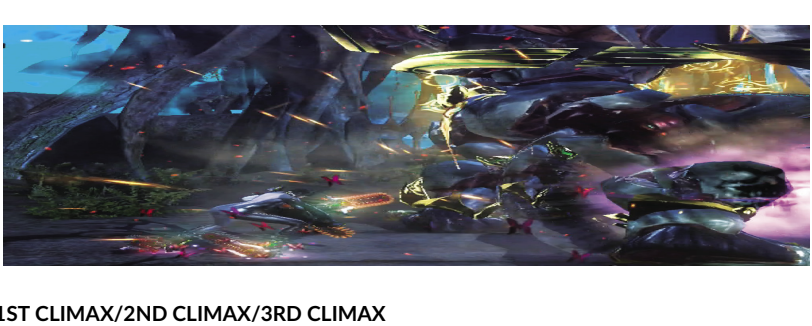
Resume climbing up the steps...but this time, three-quarters of the way up you'll see more outcroppings to the left! One contains an **Umbran Crow (8/20)**.

Finally, finish climbing the steps to see a Muspelheim directly ahead.

CH5 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	680	00:35	0	680	00:35	0	680	00:40	0
GOLD	00:45	400	540	00:45	800	540	00:45	1600	540	00:50	2000
SILVER	00:55	750	510	00:55	1300	510	00:55	2600	510	01:00	4000
BRONZE	01:05	900	470	01:05	1800	470	01:05	3600	470	01:10	6000
BOSS BONUS											

VERSE 8





1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies within the time given.

ENEMIES: Cachet x1, Enrapture x2

You're faster than any of these enemies. Smash the Enraptures, clip the Cachet's wings, grab the bounty, end the Verse.

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies within the time given.

ENEMIES: Belief x1

This one's a little tougher, but only because Belief is a giant damage sponge and you only have 30 seconds! The trick? Equip the Evil Harvest Rosary, then rush in and dodge everything Belief's barely mobile self can dish out. Between your attacks and the Rosary's explosions, he's all yours.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

Use the above strategies with the above weapons and you'll emerge with Pure Platinum victory.

Beating this Verse nabs youa Broken Witch Heart (18/40).

Go ahead from the Muspelheim and pick up the **Advanced Technology** Journal's Echo, then talk to Loki. The next Verse has you riding a giant spherical elevator of death!

CH5 V8	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:20	0	450	00:20	0	450	00:20	0	450	00:26	0
GOLD	00:22	200	390	00:22	200	390	00:22	200	390	00:27	200
SILVER	00:24	400	380	00:24	400	380	00:24	400	380	00:28	400
BRONZE	00:26	600	360	00:26	600	360	00:26	600	360	00:29	600
BOSS BONUS											

VERSE 9

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Acceptance (Spear) x3 Acceptance (Harp) x 3, Cachet x1, Compassion x6, Enrapture x1

Welcome to the elevator of doom! Run around the globe as fast as you can, killing angels left and right. They're all weaklings, but stay mobile and divide and conquer so you won't get caught unawares.

∞ CLIMAX

Enemies: Acceptance (Spear) x2, Acceptance (Harp) x4, Cachet x2, Compassion x4, Allegiance x1

The strategy here is largely the same, except you face an Allegiance at the end instead of an Enrapture. Naturally an Allegiance is tougher, but by the time he shows up, there should also be a couple of Harp Acceptances hanging around, and you know what that means! Use those arrows to engage Witch Time and defeat Allegiance without breaking a sweat.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

It's very important to keep moving around and scouring the entire globe for new enemies to keep your combo going. If there aren't any, taunt to keep your chain going until there are.

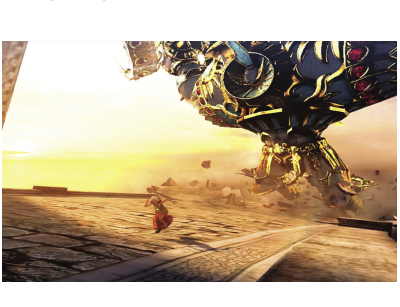
Once you reach the top, it's not over—Loki now has to deal with a rampaging Gravitas.

Note

At least 20 points or more here gives a Platinum Score medal. Anything less gives Stone.

CH5 V9	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:30	0	8750	01:30	0	8750	01:30	0	8750	02:50	0
GOLD	01:50	400	4340	01:50	800	4340	01:50	1600	4340	03:10	3000
SILVER	02:10	600	3240	02:10	1200	3240	02:10	2400	3240	03:30	4500
BRONZE	02:30	800	2140	02:30	1600	2140	02:30	4800	2140	03:50	6000
BOSS BONUS											

VERSE 10



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: N/A

Enemy: Gravitas x1

As Loki, keep running up the steps, dodging whenever the Gravitas tries to slam its arms down on you. When your magic gauge fills completely, press the L button to throw a card and knock him back, as well as give you the points you need to get your Platinum Score medal. Repeat until you've thwarted Gravitas utterly!

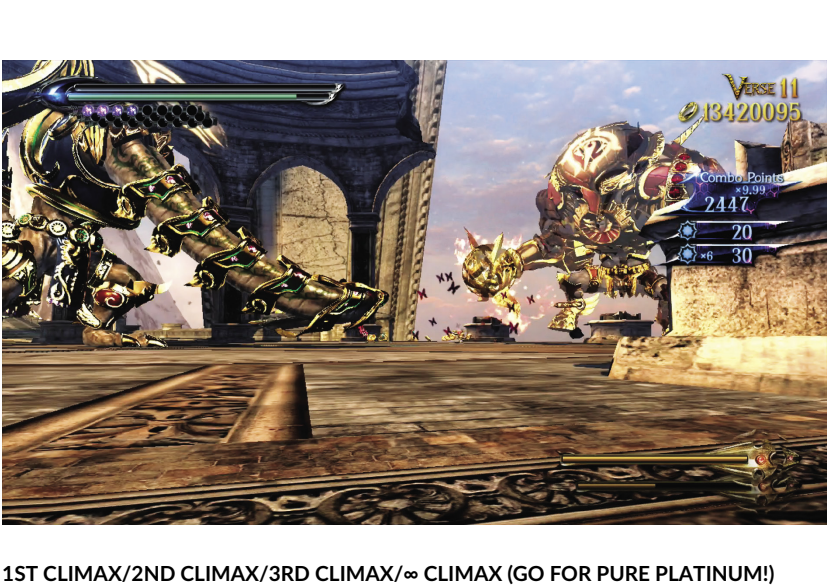
Once at the cathedral summit, press the Action button to have Loki restore the area, and prepare for your last fight of this Chapter.

CH5 V10	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:45	0	20	00:45	0	20	00:45	0	20	00:45	0
GOLD	00:45	400		00:45	800		00:45	1600		00:45	2000
SILVER	00:45	600		00:45	1200		00:45	2400		00:45	3000
BRONZE	00:45	800		00:45	1600		00:45	3200		00:45	4000
BOSS BONUS											

VERSE 11

ENEMY SPOTLIGHT: Gravitas

Gravitas is a lot like Urbane, except he's ice instead of fire, and can freeze you into an immobile ice chunk rather than burn you. If you're waiting for a punchline, don't bother. These things are dangerous!



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms), Alruna (Legs)

ENEMIES: Urbane x1, Gravitas x1; ∞ Climax: Urbane x1, Gravitas x1, Belief x1

The only difference between difficulties is that a Belief shows up to spoil your fun on ∞ Climax. Take the Alruna into the fight and knock the heavies down by pressing and holding K during Witch Time and Umbran Climax. Concentrate on bringing each enemy down one at a time!

POST-CHAPTER SPOILS 2 Verse Cards (Pain, Gravitas)

CH5 V11	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:00	0	123480	02:00	0	123480	02:10	0	123480	03:20	0
GOLD	02:10	300	51550	02:10	600	51550	02:20	1200	51550	03:40	300
SILVER	02:20	600	33570	02:20	1200	33570	02:30	2400	33570	04:00	4500
BRONZE	02:30	900	15590	02:30	1800	15590	02:40	3600	15590	04:20	600
BOSS BONUS											

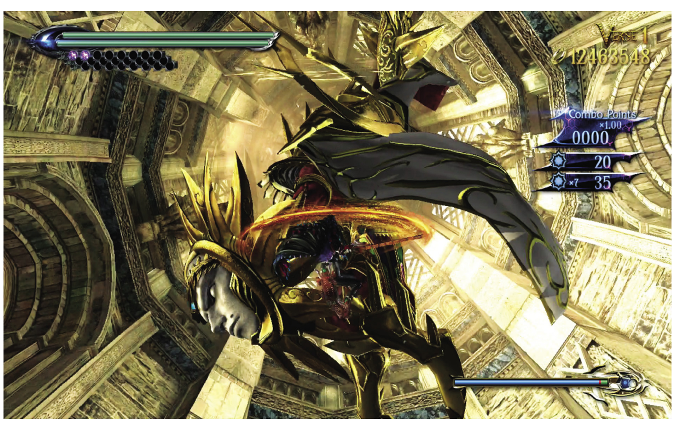
Chapter VI: The Bridge to the Heavens

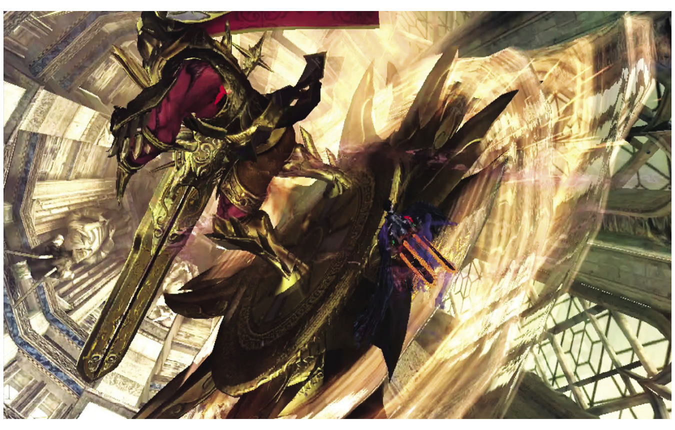
The Bridge to the Heavens stands invitingly before Bayonetta, but Paradiso still has other plans. Enter the sword-and-shield warrior, Valor!

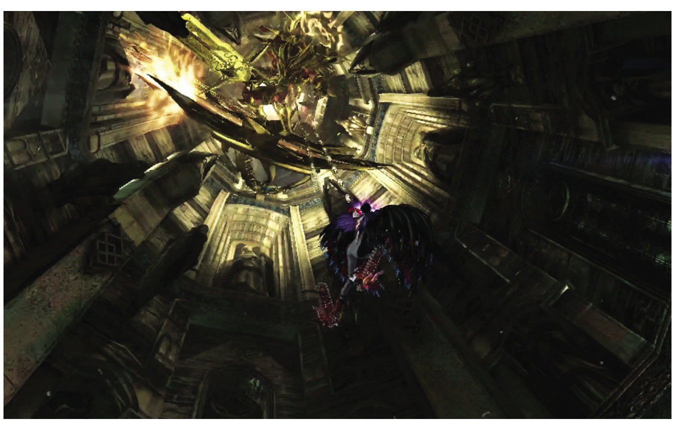
VERSE 1

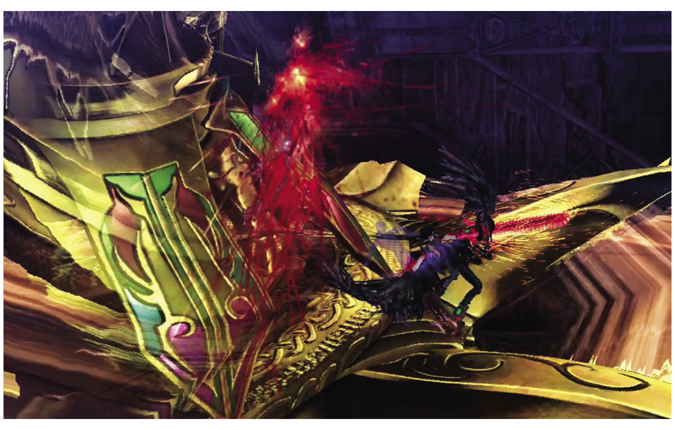
BOSS: Valor

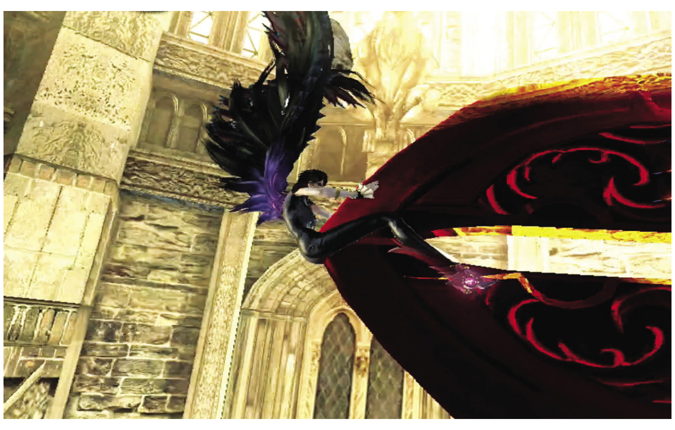
Isn't it always the way? Valor talks big, looks awesome...and goes down by far the most easily of the bosses once you know what to do.

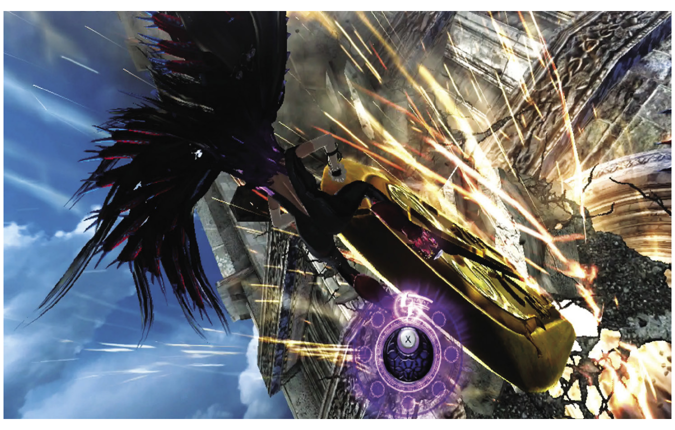


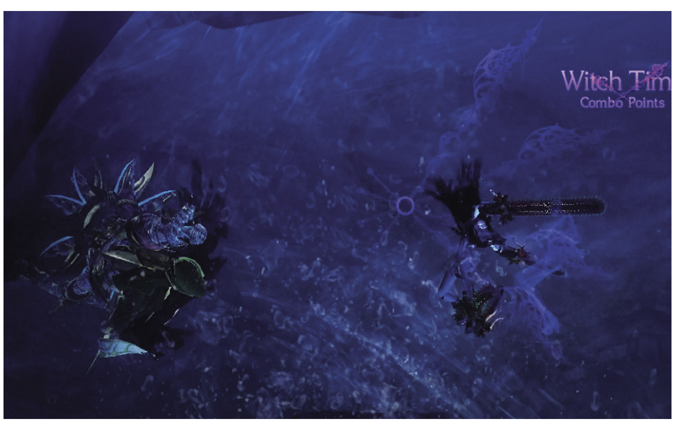


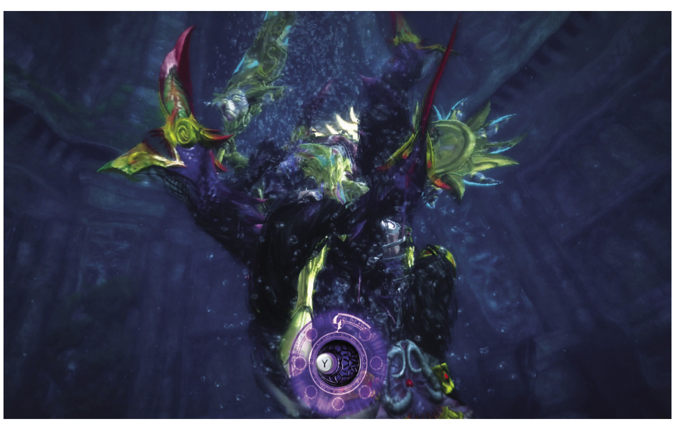












1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra or Chernobog (Arms)

Enemies: Valor (2 Phases)

PHASE 1

The fight against Valor begins with you falling down a giant tower. Bayonetta's activated flight, but even so, there's not a whole lot of room to maneuver. Valor tries to take advantage of this by flying back and forth along the tower, sometimes surfing on his shield, in order to hit Bayonetta with his sword or by ramming her.

When he's far, shoot him with your guns or Kafka. When he's near, attack him hard with melee. If you have it, slice him up with Salamandra! If you don't have Salamandra yet, Chernobog is an excellent substitute.

Sometimes Valor smashes through the wall and pins you with his sword. If this happens, press the buttons during the ensuing Quick Time Event.

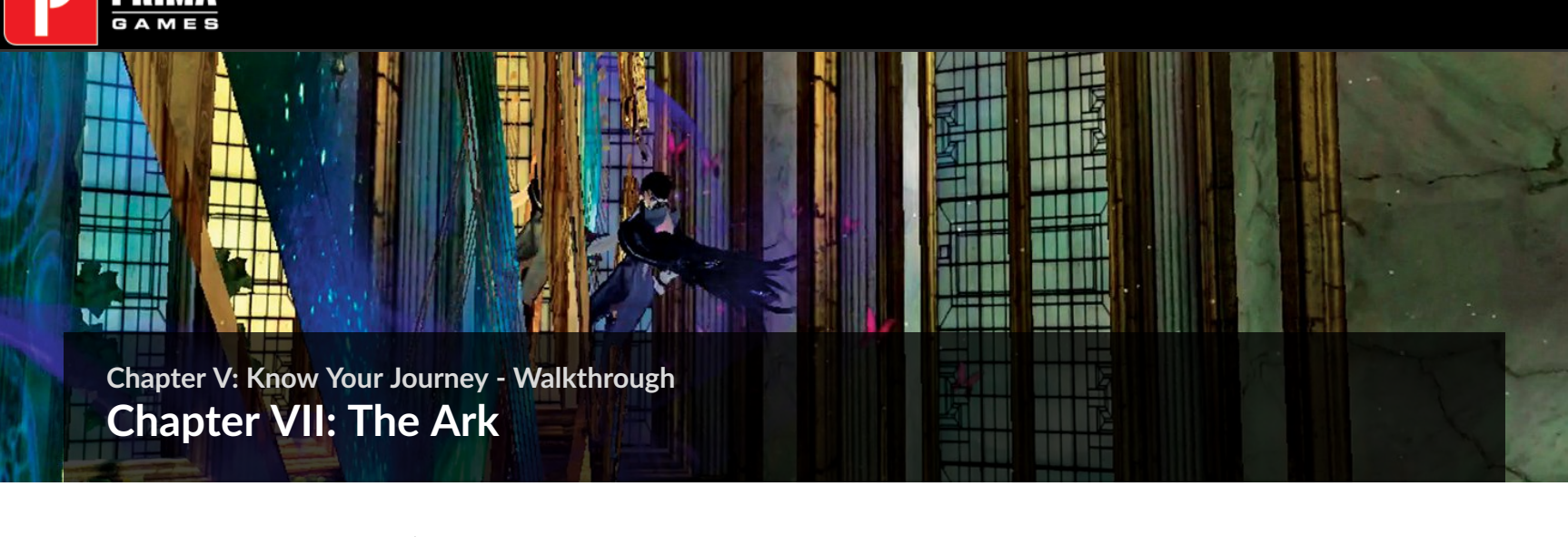
PHASE 2

Take down enough of Valor's vitality and the fight goes underwater! Your roles in the battle, however, remain the same. Shoot when afar (or use Snake Within to catch up to him), and melee when close. He'll try to ram you or slash you.

For Pure Platinum, attack efficiently, don't get hit, and keep your combo throughout the entire fight. Once you defeat him, press buttons during the climactic Quick Time Event to *really* defeat him.

POST-CHAPTER SPOILS 1 Verse Card (Valor)

CH6 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:25	0	17190	02:25	0	17190	02:25	0	17190	03:10	0
GOLD	02:45	500	7960	02:45	1500	7960	02:45	3000	7960	03:30	4000
SILVER	03:05	750	5650	03:05	2500	5650	03:05	4000	5650	03:50	5500
BRONZE	03:25	1000	3340	03:25	3500	3340	03:25	5000	3340	04:10	7000
BOSS BONUS	10000			10000			10000			10000	

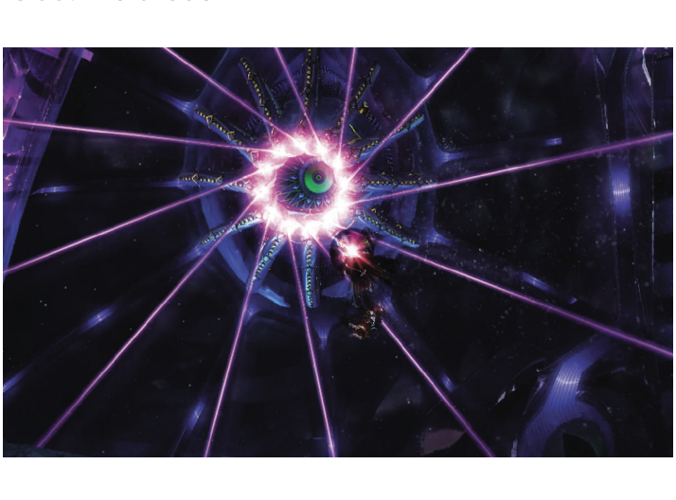


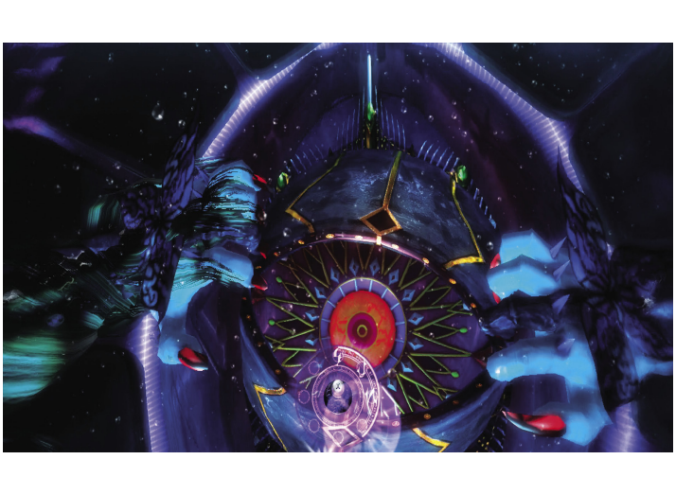
Chapter VII: The Ark

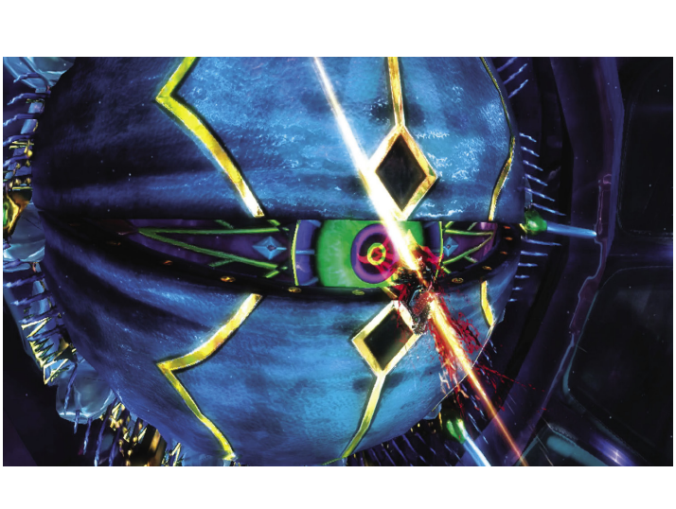
Wherein Bayonetta and Loki's journey undergoes a *monstrous* interruption...

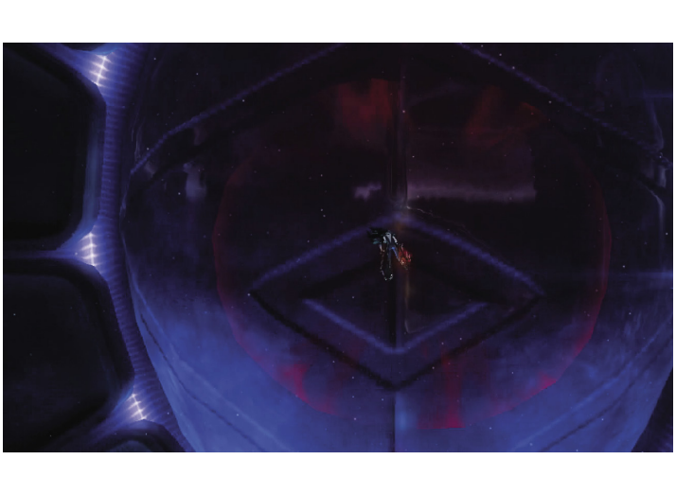
VERSE 1

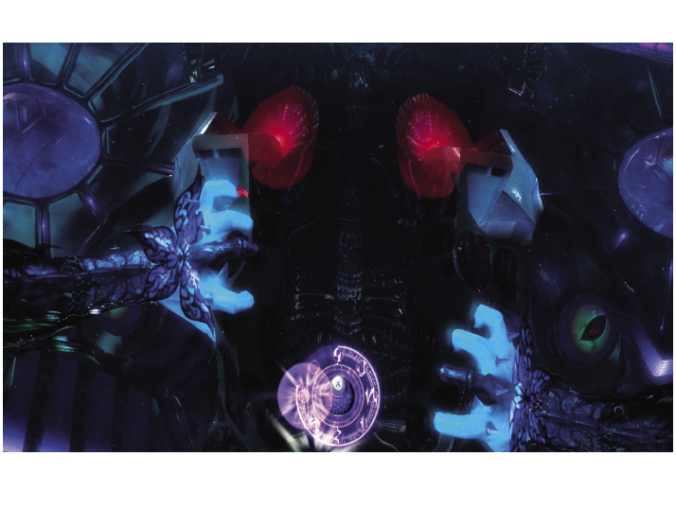
BOSS: Insidious











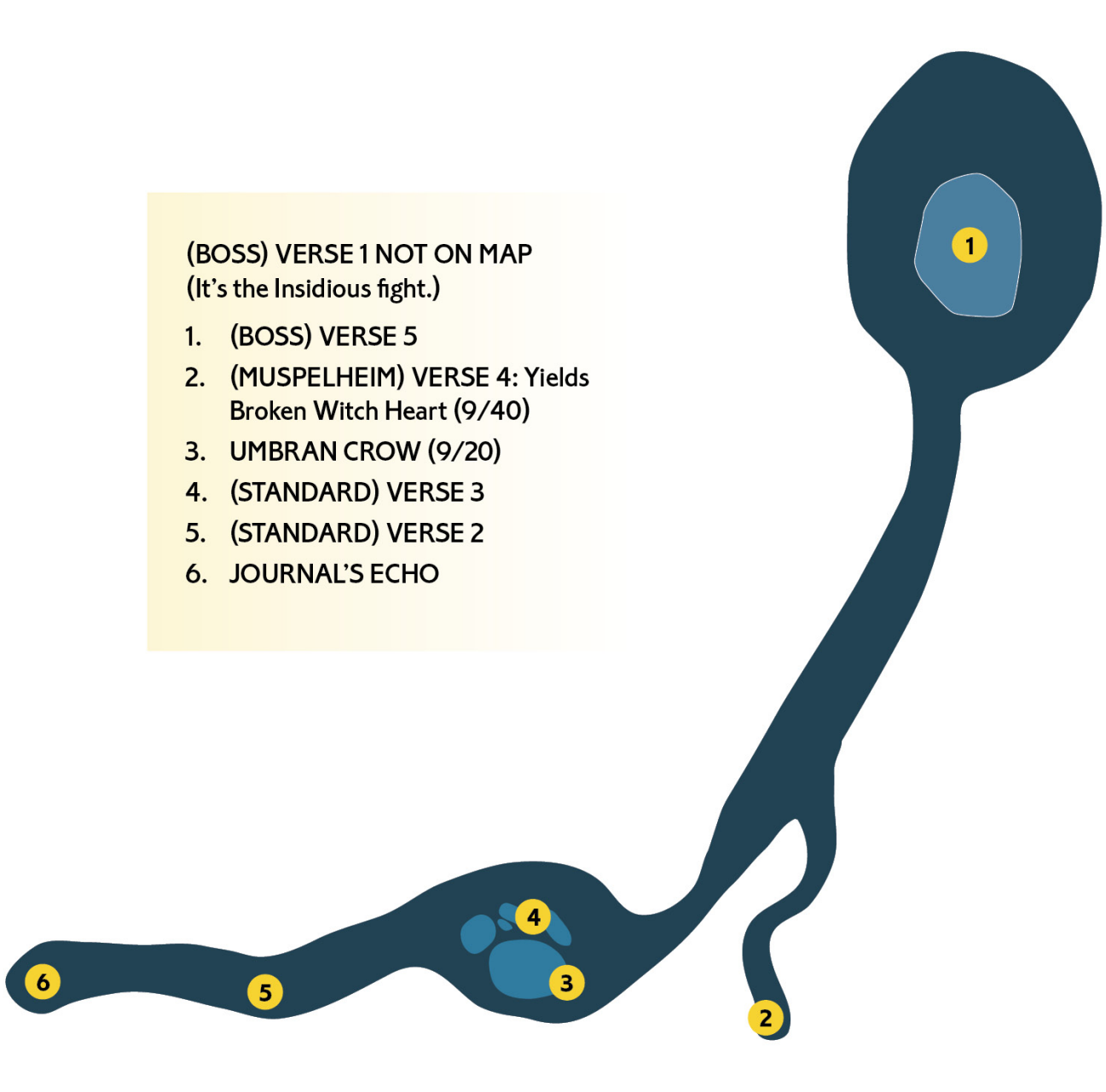
1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

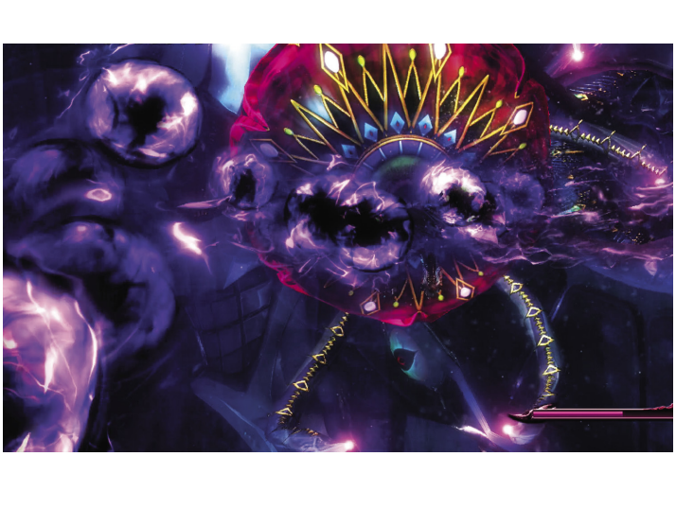
Enemy: Insidious

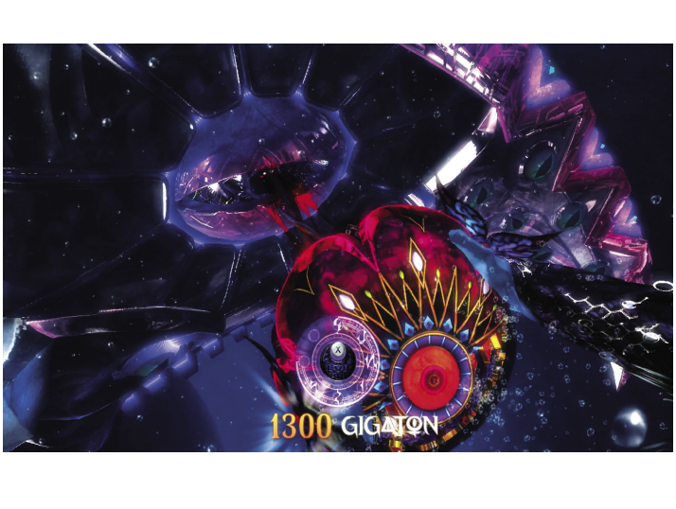
Fire your guns on approach to Insidious, and dodge the massive laser beam he opens the ceremonies with.

Your targets are Insidious's eyes, which you're automatically moved toward. Watch out for the tentacles that emerge from them. Not only can they whip out at Bayonetta, they can fire lasers! This is in addition to the eye itself, which also fires lasers. Finally, the eye can snap shut. Dodge this too to avoid taking damage!


(BOSS) VERSE 1 NOT ON MAP
(It's the Insidious fight.)
1. (BOSS) VERSE 5
2. (MUSPELHEIM) VERSE 4: Yields Broken Witch Heart (9/40)
3. UMBRAN CROW (9/20)
4. (STANDARD) VERSE 3
5. (STANDARD) VERSE 2
6. JOURNAL'S ECHO
1
2
3
4
5
6

300 GIGATON





Damage the eye enough and you dizzy it, clearing the way for a Quick Time Event. Press the buttons!

Knock out one eye and you're pushed away from Insidious and have to dodge a shower of missiles before you can go for the other eye. The other eye acts the same way as the first did, so follow the same strategies.

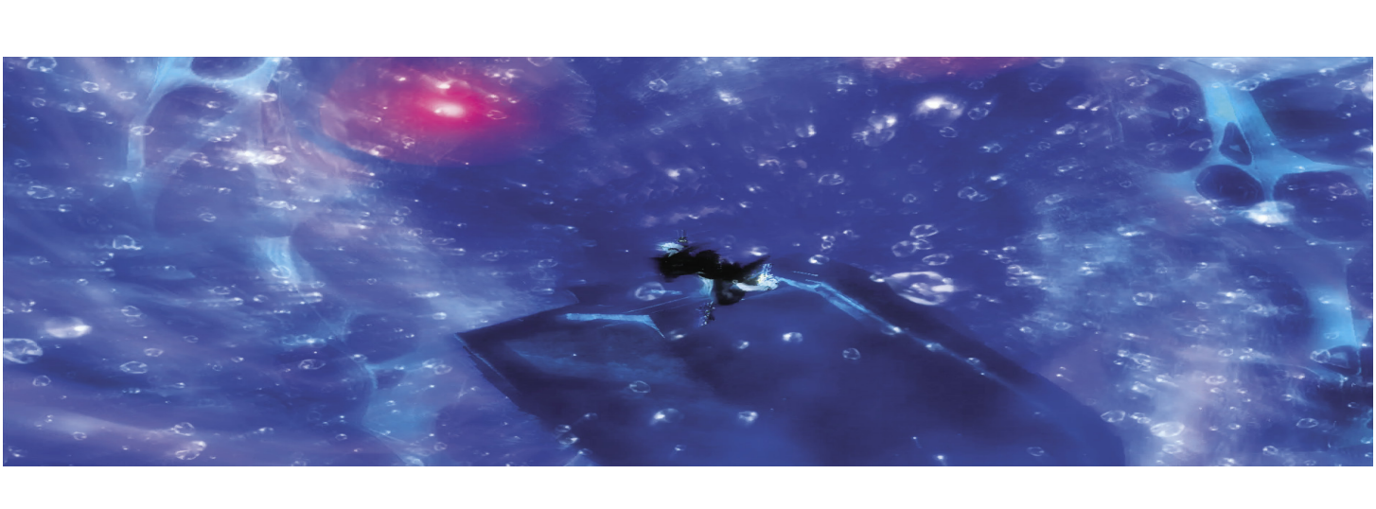
Knock out both eyes (and avoid more missiles) and Insidious sucks you in! Use the Quick Time Event to escape.

Insidious's left eye decides to get serious! You have to avoid its attacks from a side view while avoiding missiles at the same time. In addition to its normal attacks, it can fire a spread of demonic energy once it's sufficiently low on vitality.

Defeat Insidious, and Bayonetta and Loki team up for two final climactic Quick Time Events. Press the buttons on both!

Unfortunately, even after overcoming her foe, Bayonetta is sucked into the belly of the beast. Welcome to the Insides of the Insidious!

As soon as Bayonetta picks herself up, turn around and hack away at the rubble for the Journal's Echo **The Way To Paradise**. Then turn back around and follow the path straight for the next Verse.



CH7 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	03:50	0	72750	03:50	0	72750	03:50	0	72750	03:50	0
GOLD	04:10	450	30900	04:10	900	30900	04:10	1800	30900	04:10	3000
SILVER	04:30	750	20440	04:30	1500	20440	04:30	3000	20440	04:30	5000
BRONZE	04:50	1050	9980	04:50	2100	9980	04:50	4200	9980	04:50	7000
BOSS BONUS	10000			10000			10000			10000	

VERSE 2

ENEMY SPOTLIGHT: Hideous

Hideouses are the grunts of Inferno, and they wield scythes, guns, or twin blades in unorthodox ways. Always watch a Hideous's movements before taking action—unlike the straightforward angels of Paradiso, demons play dirty!

ENEMY SPOTLIGHT: Hatred

One step up from Hideouses, Hatreds are scythe specialists. Their swings are fast and deadly. Either wait them out, or bait a swing to dodge before attacking.

Combo Points
0124
35
UMBRAN CLIMAX

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

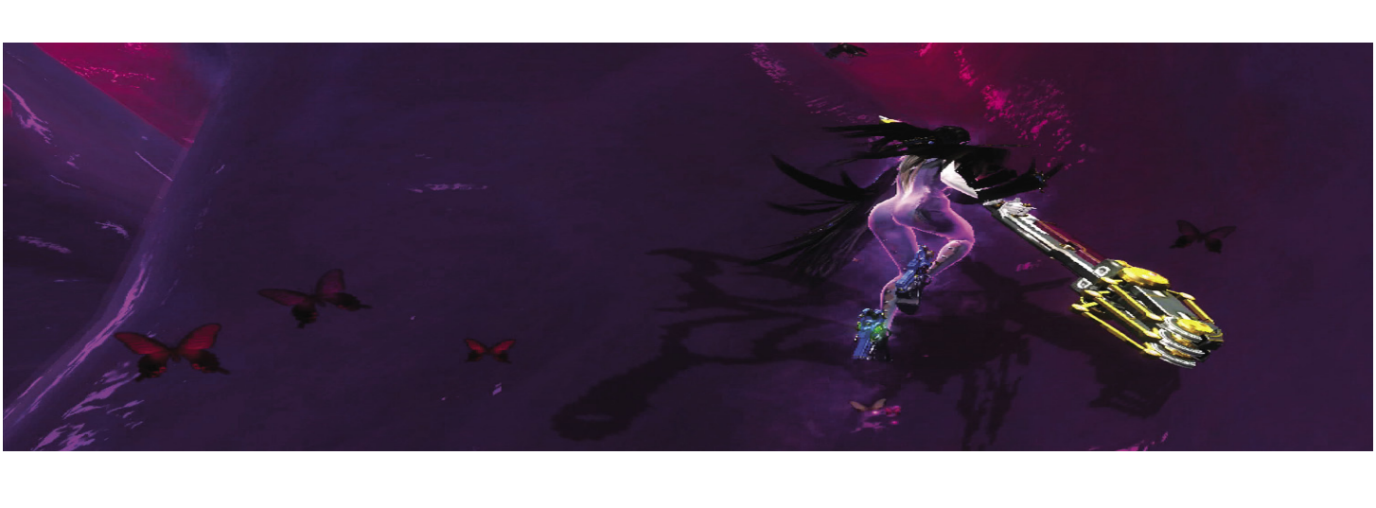
ENEMIES: Hideous (Twin Blades) x2, Hatred x1

This Verse has you dodging a lot of bladed weapons. Stay out of the crowd until you can dodge a stray swing, then move in and hit multiple enemies at once.

∞ CLIMAX

Enemies: Hideous (Twin Blades) x1, Hideous (Gun) x1, Hatred x1, Resentment x1

You have to deal with a long-range Hideous in this Verse. Look at the ground for a red line inching toward you, and dodge when you see it. Deal with the Hideouses and Hatred, and a Resentment shows up! Save the magic power you've been building up this entire Verse so you can use Umbran Climax when it arrives!



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The above strategies combined with Salamandra will yield Pure Platinum.

Once you've disposed of the enemies, pull back a bit and look up and to the right to see small openings. Run along the wall and through those openings to find an **Umbran Crow (9/20)**. Progress straight ahead to the next Verse.

CH7 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	5880	00:40	0	5880	00:50	0	5880	01:05	0
GOLD	00:50	300	3070	00:50	600	3070	01:00	1200	3070	01:15	3000
SILVER	01:00	600	2370	01:00	1200	2370	01:10	2400	2370	01:25	4500
BRONZE	01:10	1200	1670	01:10	2400	1670	01:20	4800	1670	01:35	6000
BOSS BONUS											

VERSE 3

ENEMY SPOTLIGHT: Fury

The demonic counterpart to Compassion in terms of size and endurance, Furies hover around, diving toward their prey whenever they can. They can also spit balls that put Bayonetta into slow motion if they hit!

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMIES: Fury x5

A small flock of Furies hovers around, attempting to make Bayonetta their prey. Rush in, and attack hard and fast, before they realize what hit them.

Turn around, and follow the hidden branch to your left for this Chapter's Muspelheim.

VERSE 4

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: You only deal damage during Witch Time.

ENEMIES: Hideous (Dual Blades) x3, Hideous (Gun) x1

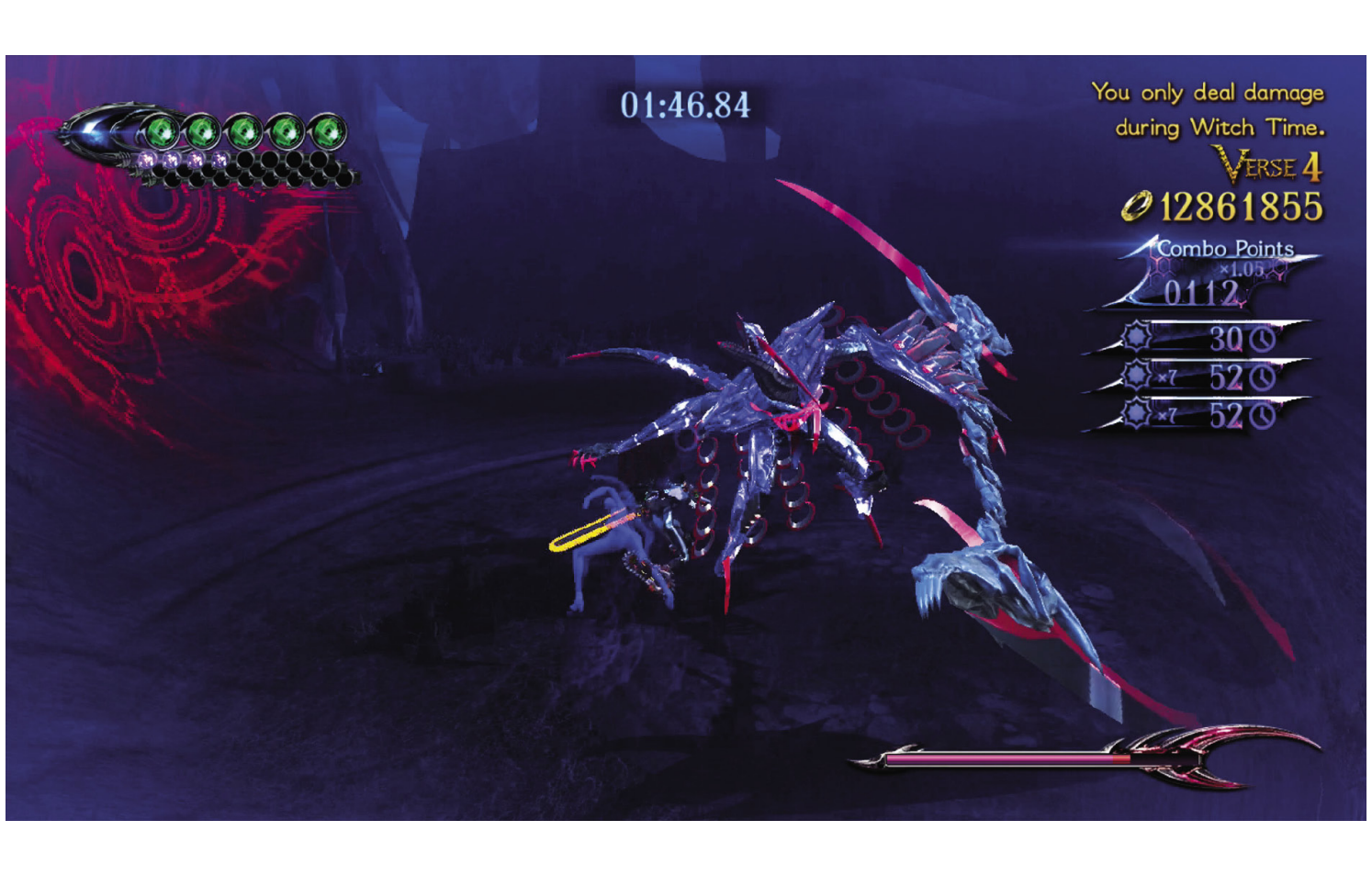
The rules here are perfect—Witch Time is when you want to be attacking such enemies anyway. Take out the first two blade-wielders, then go for the gun-wielding Hideous when it appears so he can't snipe you. It's okay to use a Torture Attack on one of the Hideouses to save time as well.

∞ CLIMAX

MUSPELHEIM OBJECTIVE: You only deal damage during Witch Time.

ENEMIES: Hatred, Hideous (Gun) x2

You have to whittle a Hatred down to almost nothing before his buddies show up, but otherwise, the same strategy applies. Go for multiple enemies if you can!



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Rakshasa or Salamandra (Arms), Salamandra (Legs)

It's not a bad idea to combine the fastest melee weapon in the game with the most efficient score generator. Just keep the attacks coming fast and furiously during your Witch Time windows.

Beating this Verse nabs you a Broken Witch Heart (19/40).

The only thing left to do in this Chapter is face the boss. Go straight ahead until you reach the raised platform, then jump on it.

CH7 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	880	00:25	0	880	00:25	0	880	00:25	0
GOLD	00:35	200	650	00:35	400	650	00:35	800	650	00:35	2000
SILVER	00:45	400	590	00:45	800	590	00:45	1600	590	00:45	4000
BRONZE	00:55	800	540	00:55	1600	540	00:55	3200	540	00:55	6000
BOSS BONUS											

CH7 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:30	0	2240	01:30	0	2240	01:30	0	2240	01:50	0
GOLD	01:40	200	1380	01:40	200	1380	01:40	200	1380	02:00	200
SILVER	01:50	400	1160	01:50	400	1160	01:50	400	1160	02:10	400
BRONZE	02:00	600	940	02:00	600	940	02:00	600	940	02:20	600
BOSS BONUS											

VERSE 5

BOSS: MASKED Lumen

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Rakshasa (Arms)

ENEMIES: Masked Lumen (3 Phases)

Verse 5
11065687
Combo Points
0000
UMBRAN CLIMAX

Bonus
0
UMBRAN CLIMAX

PHASE 1

The Masked Lumen is back, and up to his old tricks, with a couple of new ones! He's still got amazing staff skills, his fireballs, wolf form, and lightning ball. His summoned angels now appear faster than before. He now can fire a beam that traps you in slow motion if it hits you! You'll have to wiggle the Left Analog Stick to escape.

Fortunately, even though the Lumen has changed, the way to beat him hasn't. Dodge his attacks, then move in with Rakshasa, aiming to get in no more than four sword slashes with P. Dodge out, and fire your gun to keep the combo going. Keep moving and firing until you can dodge another attack, and repeat.

PHASE 2

Phase 2 isn't much different from Phase 1, but you do have a slightly smaller battlefield to work with. Keep on matching aggression with aggression.

1300 GIGATON

100 GIGATON

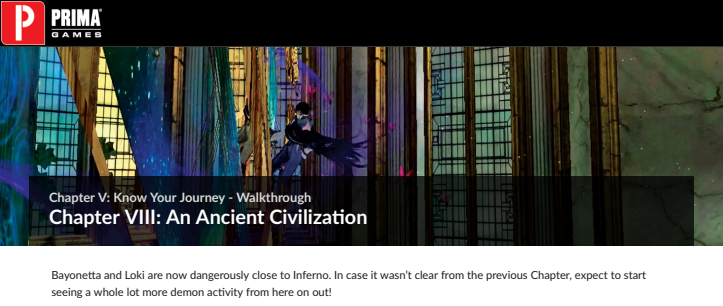
PHASE 3

The Lumen changes things up even more here, bringing in his flame geysers, a close range energy field, and the ability to have his huge background angel summon earthquakes and giant flaming rocks! Fortunately, you can interrupt these large angel summons in the moments prior, as you did in Chapter IV.

Best the Masked Lumen this time, and he sends over a missile shower and lasers. Use the Quick Time Events to have your demon repel them, ending the Chapter.

POST-CHAPTER SPOILS 6 Verse Cards (Insidious, Hideous, Hideous, Hatred, Fury, Masked Lumen)

CH7 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	03:00	0	17190	03:00	0	17190	03:20	0	17190	03:40	0
GOLD	03:30	500	7960	03:30	2400	7960	03:50	3600	7960	04:10	4800
SILVER	04:00	1000	5650	04:00	3600	5650	04:20	4800	5650	04:40	6000
BRONZE	04:30	1500	3340	04:30	4800	3340	04:50	6000	3340	05:10	7200
BOSS BONUS	20000			20000			20000			20000	



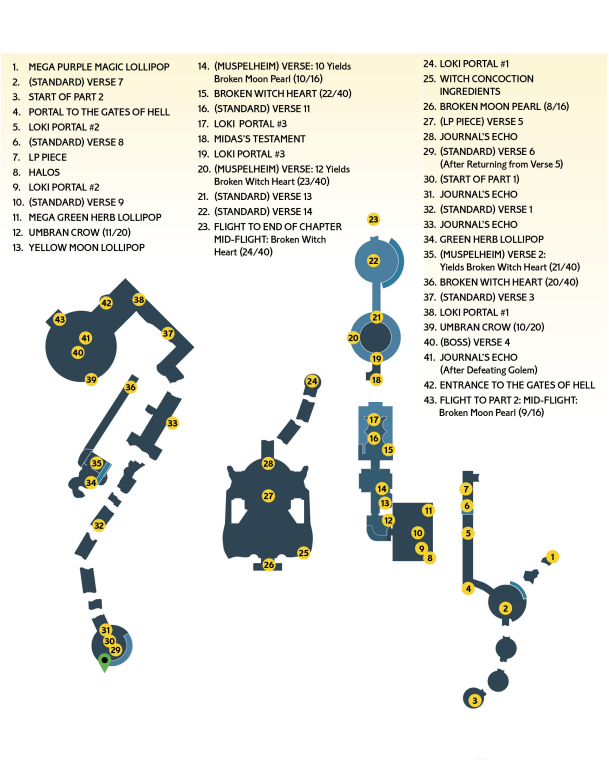
Chapter V: Know Your Journey - Walkthrough

Chapter VIII: An Ancient Civilization

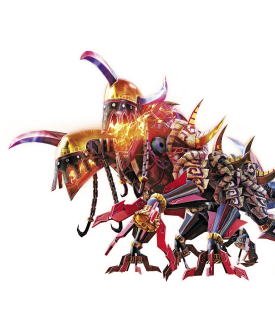
Bayonetta and Loki are now dangerously close to Inferno. In case it wasn't clear from the previous Chapter, expect to start seeing a whole lot more demon activity from here on out!

As soon as you start this Chapter, go straight ahead to pick up the Journal's Echo **A Seal**. Move on ahead to encounter a new Infernal Demon enemy...

1. MEGA PURPLE MAGIC LOLLIPOP
2. (STANDARD) VERSE 7
3. START OF PART 2
4. PORTAL TO THE GATES OF HELL
5. LOKI PORTAL #2
6. (STANDARD) VERSE 8
7. LP PIECE
8. HALOS
9. LOKI PORTAL #2
10. (STANDARD) VERSE 9
11. MEGA GREEN HERB LOLLIPOP
12. UMBRAN CROW (11/20)
13. YELLOW MOON LOLLIPOP
14. (MUSPELHEIM) VERSE: 10 Yields Broken Moon Pearl (10/16)
15. BROKEN WITCH HEART (22/40)
16. (STANDARD) VERSE 11
17. LOKI PORTAL #3
18. MIDAS'S TESTAMENT
19. LOKI PORTAL #3
20. (MUSPELHEIM) VERSE: 12 Yields Broken Witch Heart (23/40)
21. (STANDARD) VERSE 13
22. (STANDARD) VERSE 14
23. FLIGHT TO END OF CHAPTER MID-FLIGHT: Broken Witch Heart (24/40)
24. LOKI PORTAL #1
25. WITCH CONCOCTION INGREDIENTS
26. BROKEN MOON PEARL (8/16)
27. (LP PIECE) VERSE 5
28. JOURNAL'S ECHO
29. (STANDARD) VERSE 6 (After Returning from Verse 5)
30. (START OF PART 1)
31. JOURNAL'S ECHO
32. (STANDARD) VERSE 1
33. JOURNAL'S ECHO
34. GREEN HERB LOLLIPOP
35. (MUSPELHEIM) VERSE 2: Yields Broken Witch Heart (21/40)
36. BROKEN WITCH HEART (20/40)
37. (STANDARD) VERSE 3
38. LOKI PORTAL #1
39. UMBRAN CROW (10/20)
40. (BOSS) VERSE 4
41. JOURNAL'S ECHO (After Defeating Golem)
42. ENTRANCE TO THE GATES OF HELL
43. FLIGHT TO PART 2: MID-FLIGHT: Broken Moon Pearl (9/16)



VERSE 1



ENEMY SPOTLIGHT: Greed

Greed loves to dart around looking for things to eat, and Umbra Witches are absolutely on the menu! If you try to deny him his meal, he'll try to cook it himself with fireballs, or freeze it for later with ice breath. Let him eat cake; stay away from his front, attack the sides and rear, and dodge his highly telegraphed elemental attacks.

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Greed x1

You face a single Greed in this Verse, on a pretty small platform! Make sure he can't get you from the front, because he'll bite and toss you aside. Aside from that, stay away from his claw attacks, fire, and ice, and attack him during Witch Time.

∞ CLIMAX

ENEMIES: Greed x1, Hideous (Twin Blades) x2

Having Hideouses around complicates matters, especially on the small battlefield, but fortunately they need to be close to you to do any real damage. Staying mobile is still your best bet. If you need to mount attacks from above, do so. Use the smaller space to bait attacks to dodge into Witch Time as well.

GO FOR PURE PLATINUM!

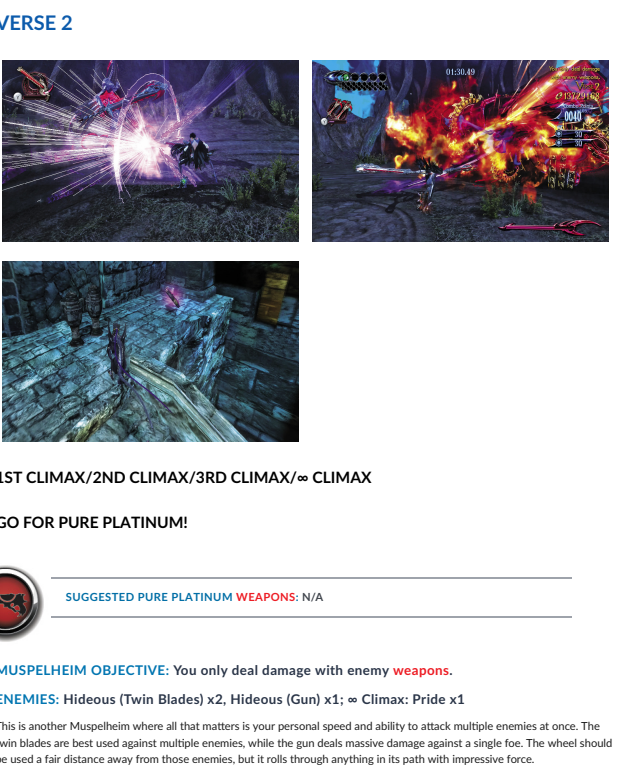
SUGGESTED WEAPONS: Salamandra (Arms)

As it does with most enemies, Salamandra fillets Greeds quite efficiently.

Go up the broken stairs, but make sure to jump up and to the left to find quite the bounty! First, open the chest to find a **Green Herb Lollipop**, then follow the edge of the outcropping to find a chest containing a **Broken Witch Heart (20/40)**. Finally, go back to the first chest. Inside the nearby room is a Muspelheim.

CH8 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	1230	00:25	0	1230	00:40	0	1230	00:55	0
GOLD	00:35	450	850	00:35	900	850	00:50	1800	850	01:05	3000
SILVER	00:45	900	760	00:45	1800	760	01:00	3600	760	01:15	4500
BRONZE	00:55	1200	660	00:55	2400	660	01:10	4800	660	01:25	6000
BOSS BONUS											

VERSE 2



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

GO FOR PURE PLATINUM!

SUGGESTED PURE PLATINUM WEAPONS: N/A

MUSPELHEIM OBJECTIVE: You only deal damage with enemy weapons.

ENEMIES: Hideous (Twin Blades) x2, Hideous (Gun) x1; ∞ Climax: Pride x1

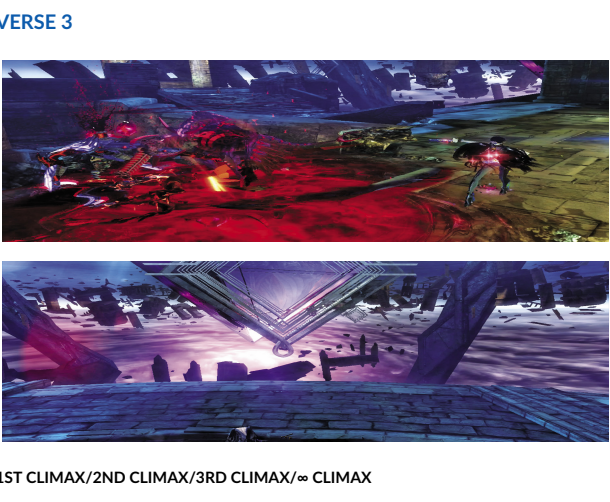
This is another Muspelheim where all that matters is your personal speed and ability to attack multiple enemies at once. The twin blades are best used against multiple enemies, while the gun deals massive damage against a single foe. The wheel should be used a fair distance away from those enemies, but it rolls through anything in its path with impressive force.

Beating this Verse nabs you a Broken Witch Heart (21/40)

Head back the way you came and continue up the steps, picking up the Angels and Demons Journal's Echo along the way. Keep climbing, and when you reach the top, turn left and keep moving until you reach the next Verse.

CH8 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:00	0	1680	01:00	0	1680	01:00	0	1680	01:20	0
GOLD	01:10	200	1090	01:10	200	1090	01:10	200	1090	01:30	200
SILVER	01:20	400	950	01:20	400	950	01:20	400	950	01:40	400
BRONZE	01:30	600	800	01:30	600	800	01:30	600	800	01:50	600
BOSS BONUS											

VERSE 3



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

GO FOR PURE PLATINUM!

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMIES: Hideous (Twin Blades) x2, Hideous (Gun) x2; ∞ Climax: Hatred (x1)

This is a short but sweet Verse where the same strategy applies on any difficulty. Whether your foes are Hideouses or Hatreds, you have to dodge like a rabbit to avoid melee swings, and retaliate in kind.

At the large platform just past The Gates of Hell, align yourself to the left—there's an **Umbran Crow (10/20)** sitting on the rim. Move to the other side of the platform, and examine the deactivated Witch Walk Portal. Once you do so, it's boss time.

VERSE 4

BOSS: Golem

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

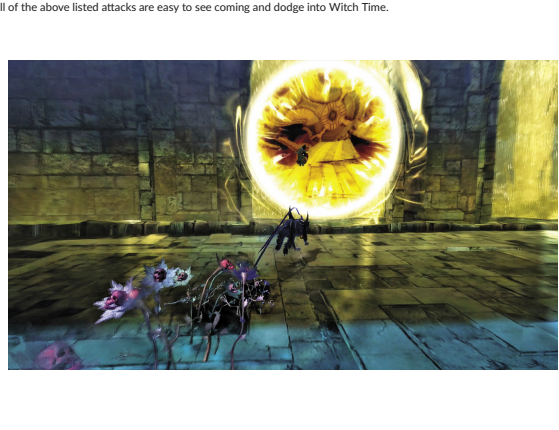
GO FOR PURE PLATINUM!

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMIES: Golem

Golem really dislikes Umbran Climax, so much so that it more or less freezes him in place. Thus, you should let him taste it as much as possible.

While you're not using Umbran Climax, however, Golem fires lasers, and spins around and toward you while in his diamond form. He also changes into a sword and tries to slash you, and divebomb you as a bird. All of these forms are quite large. This means that all of the above listed attacks are easy to see coming and dodge into Witch Time.



Finally, hit Golem enough times and he'll fall apart, exposing his core and leaving him even more helpless.

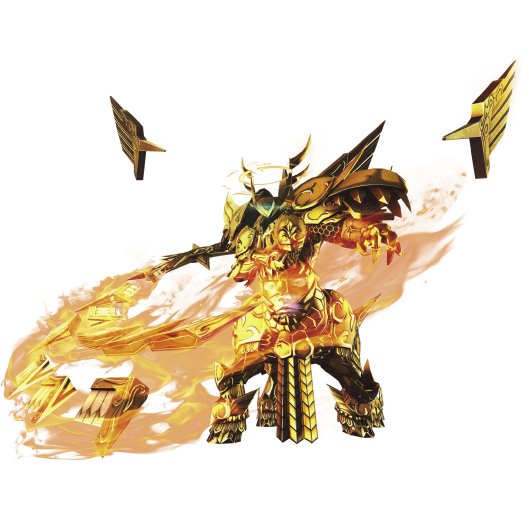
In order to repair the portal, it's time to take a little stop in Paradiso. Follow Loki back past the entrance to The Gates of Hell, and through the golden portal he constructs into the waterfall.

Follow the broken path while keeping an eye down and to the right for the **Garden of God** Journal's Echo. Then go to the main platform to fight some angels.

CH8 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	5880	00:40	0	5880	00:50	0	5880	00:50	0
GOLD	01:00	400	3070	01:00	800	3070	01:10	1600	3070	01:10	3000
SILVER	01:20	800	2370	01:20	1600	2370	01:30	3200	2370	01:30	4500
BRONZE	01:40	1200	1670	01:40	2400	1670	01:50	4800	1670	01:50	6000
BOSS BONUS											

CH8 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:00	0	38400	02:00	0	38400	02:00	0	38400	02:10	0
GOLD	02:10	300	16800	02:10	1200	16800	02:10	2400	16800	02:20	3000
SILVER	02:20	600	11400	02:20	2400	11400	02:20	3600	11400	02:30	5000
BRONZE	02:30	1200	6000	02:30	3600	6000	02:30	4800	6000	02:40	7000
BOSS BONUS											

VERSE 5



ENEMY SPOTLIGHT: Allegiance

At first glance, Allegiance doesn't look like he might be any more trouble than an Accolade. Then you realize that his flaming sword extends while you're trying to play keep-away, and he can send pieces of his shield to seek you out. His moves are slow but powerful, with one exception: the spinning slash he employs if you try to sneak up on him from behind. That one's fast but powerful.

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Enrapture x1, Compassion x6, Allegiance x1

Stop the Enraptured in his tracks before he can anger the Compassions, then pop the balloons. When Allegiance shows up, run around in an attempt to hit him from the front and sides, and dodge any attacks that come up. Take advantage of all Witch Time opportunities!

∞ CLIMAX

ENEMIES: Accolade (Twin Blades) x1, Compassion x6, Allegiance x2

Go for the Compassions while you wait for the Accolade to give you a dodging opportunity. You have to fight two Allegiances this time, and the only course of action is to be as fast and aggressive as they are. If you try to be defensive, they will quickly overwhelm you.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

Be sure to taunt between the two enemy waves to ensure that your combo isn't broken for the Verse.

Beating this Verse gives you the Angelic Hymns Gold LP The Harmonious Blacksmith 1/3.

Once you're done, go straight ahead and veer off to the left for a chest containing **Witch Concoction Ingredients**, then go to the large doors at the end of the straight path for a **Broken Moon Pearl (8/16)**. You're done in Paradiso for now—time to go back.

You'll now see the **Guardian** Journal's Echo where you fought the Golem.

Don't activate the portal yet, though! Instead, go back to the very start of the stage to trigger Verse 6. This one's easy to miss.

CH8 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:55	0	5070	00:55	0	5070	01:10	0	5070	01:35	0
GOLD	01:05	400	2740	01:05	800	2740	01:20	1800	2740	01:55	3000
SILVER	01:15	800	2150	01:15	1600	2150	01:30	3200	2150	02:15	5000
BRONZE	01:25	1200	1570	01:25	2400	1570	01:40	4800	1570	02:35	7000
BOSS BONUS											

VERSE 6

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

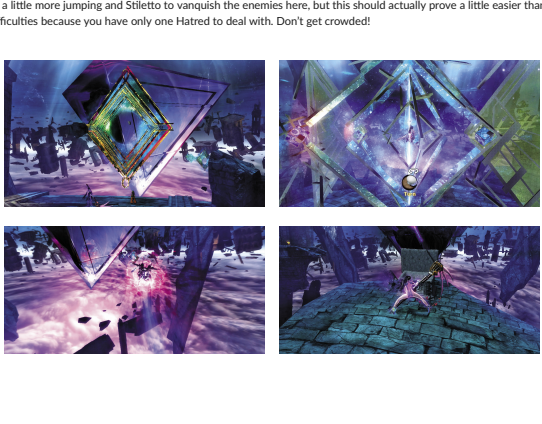
ENEMIES: Hatred x2

Two Hatreds in a tight space can spell disaster if you let them double-team you. Run around the edges, darting in and out with attacks as necessary. Divide and conquer.

∞ CLIMAX

ENEMIES: Hatred x1, Fury x5

You have to do a little more jumping and Stiletto to vanquish the enemies here, but this should actually prove a little easier than in the lower difficulties because you have only one Hatred to deal with. Don't get crowded!



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The above strategies with Salamandra are enough to gain Pure Platinum.

Go back to the Witch Walk Portal and examine it to repair and activate it.

While you're flying, note that one of the breakable objects is violet in contrast to the blue ones—that one contains a **Broken Moon Pearl (9/16)**. Be sure to hit it!

Up ahead, Loki activates a pole. Spin on it to open the way forward.

Go straight on the platform, then straight on still. Across some floating platforms you'll find a chest containing a **Mega Purple Magic Lollipop**. Go back and attempt to advance up the steps to activate the next Verse.

CH8 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:45	0	5880	00:45	0	5880	00:45	0	5880	00:50	0
GOLD	01:00	250	3070	01:00	500	3070	01:00	1000	3070	01:00	3000
SILVER	01:15	500	2370	01:15	1000	2370	01:15	2000	2370	01:10	4500
BRONZE	01:30	750	1670	01:30	1500	1670	01:30	3000	1670	01:20	6000
BOSS BONUS											

VERSE 7

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

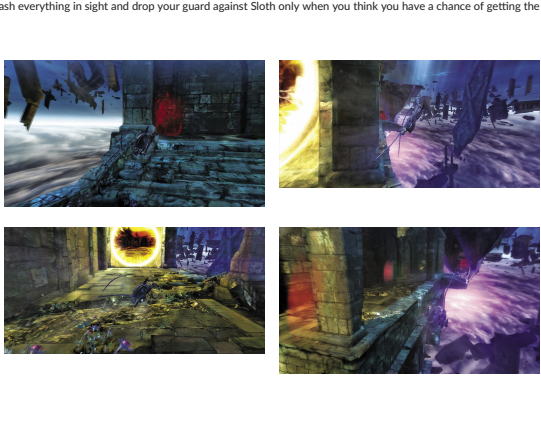
ENEMIES: Greed x1, Hideous (Scythe) x2

Hit and run against the Greed and Hideouses. You've got plenty of room to maneuver so there's no point in wasting it.

∞ CLIMAX

ENEMIES: Sloth x1, Fury x5

Sloths make everything tougher! This battle will be a little faster and a little more airborne as Sloth jumps around and Furies try to flank you. Slash everything in sight and drop your guard against Sloth only when you think you have a chance of getting the drop on him.



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: [1st Climax/2nd Climax/3rd Climax | Salamandra (Arms); [∞ Climax] Rakshasa (Arms)

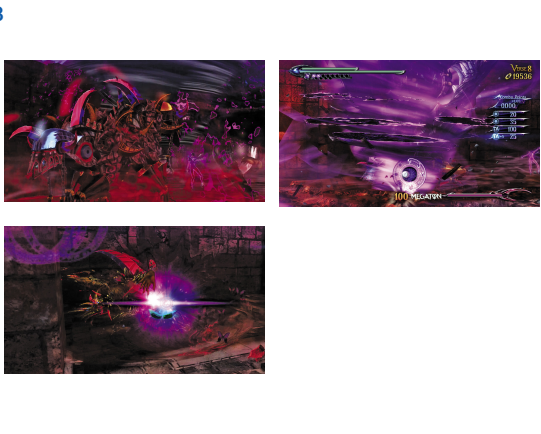
The Sloth on ∞ Climax is going to make your day pretty tough. Lock blades with it. Salamandra is enough for the lower difficulties.

With the way clear, go up the steps. There's a portal to The Gates of Hell to the left. To the right, there's another handy portal to Paradiso, courtesy of Loki.

Don't go through the portal—instead, jump around and past it! You find the Angelic Hymns Gold LP **The Harmonious Blacksmith 2/3**, then trigger a Verse on the way back.

CH8 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:45	0	5880	00:45	0	5880	00:50	0	5880	01:10	0
GOLD	00:55	300	3070	00:55	600	3070	01:00	1200	3070	01:30	3000
SILVER	01:05	600	2370	01:05	1200	2370	01:10	2400	2370	01:50	5000
BRONZE	01:15	900	1670	01:15	1800	1670	01:20	3600	1670	02:10	7000
BOSS BONUS											

VERSE 8



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Greed x1

This is a fight against a single Greed. However, it's in a narrow space, meaning that it's easier for him to get you from the front and chomp on you. Jump and dodge so that doesn't happen.

∞ CLIMAX

ENEMIES: Sloth x1

The narrow space actually works against the Sloth somewhat, as he won't have as much room to jump around. However, his swordplay is still peerless, so be on your guard.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: [1st Climax/2nd Climax/3rd Climax | Salamandra (Arms); [∞ Climax] Rakshasa (Arms)

Just as in last Verse, lock swords with Sloth, and slice Greed in two with Salamandra.

Jump back around and go through the portal to enter a familiar courtyard from earlier in the game.

CH8 V8	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	1230	00:25	0	1230	00:30	0	1230	01:10	0
GOLD	00:35	300	850	00:35	600	850	00:40	1200	850	01:20	3000
SILVER	00:45	600	760	00:45	1200	760	00:50	2400	760	01:30	4500
BRONZE	00:55	900	660	00:55	1800	660	01:00	3600	660	01:40	6000
BOSS BONUS											

VERSE 9

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

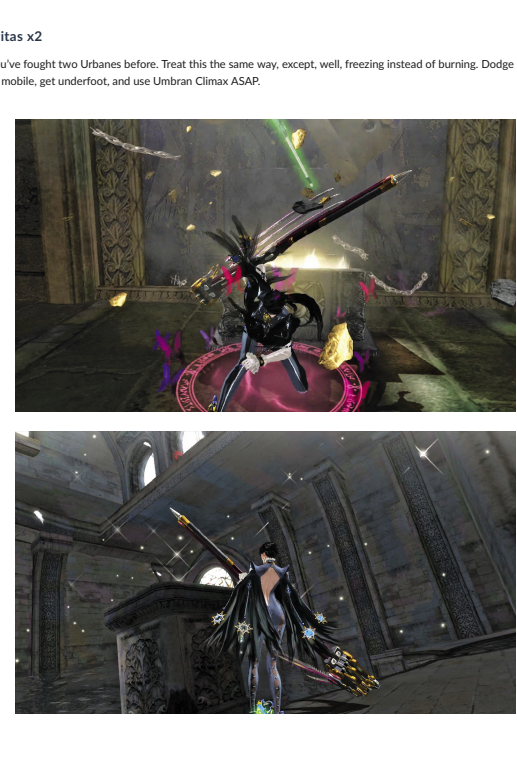
ENEMIES: Accolade (Hammer) x1, Accolade (Shield) x1

Use the swings from the hammer Accolade to provide Witch Time opportunities, then prioritize the shield Accolade. Simple, no muss, no fuss.

∞ CLIMAX

ENEMIES: Gravitas x2

On this difficulty, you've fought two Urbanes before. Treat this the same way, except, well, freezing instead of burning. Dodge their hammers, stay mobile, get underfoot, and use Umbran Climax ASAP.

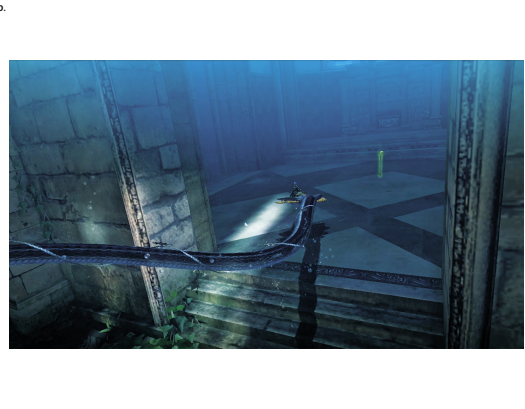


GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

The Alruna provides minimal help in the lower difficulties, but holding K during Witch Time/Umbran Climax to slam Gravitases to the ground proves invaluable on ∞ Climax.

With the enemies cleared, you're now free to open the two chests in this room's side alleys, containing some Halos and a **Mega Green Herb Lollipop**.



Leave the room and you'll see some water ready and waiting, but before you go in, look up for an **Umbran Crow (11/20)**.

Jump into the water, and start swimming around the sunken church. In the first alcove to the right is a **Yellow Moon Lollipop**. Once you've gotten that, go to the adjacent alcove, swim toward the ceiling, and look around to see a Muspelheim.

CH8 V9	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:45	0	3750	00:45	0	3750	01:00	0	3750	01:20	0
GOLD	00:55	200	2100	00:55	400	2100	01:20	800	2100	01:40	3000
SILVER	01:05	400	1690	01:05	800	1690	01:40	1600	1690	02:00	5000
BRONZE	01:15	800	1280	01:15	1600	1280	02:00	3200	1280	02:20	7000
BOSS BONUS											

VERSE 10

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies without touching the ground once.

ENEMIES: Cachet x1, Compassion x3, Fidelity x1

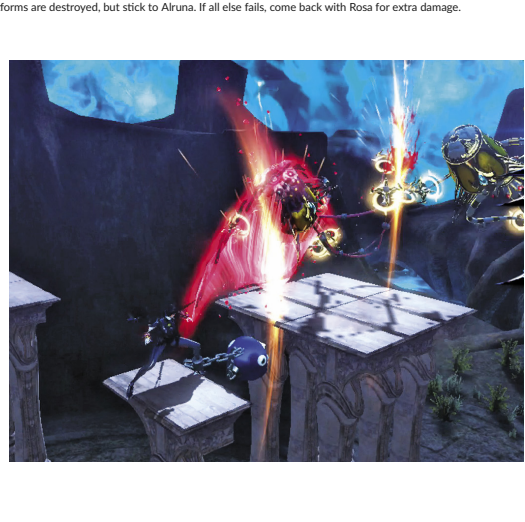
This Verse looks complicated at first sight, but it absolutely is not. When the Verse starts, repeatedly press K while having Alruna equipped to your legs. Alruna will then proceed to do *all of the work for you*. Enjoy your Pure Platinum!

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies without touching the ground once.

ENEMIES: Fidelity x2, Cachet x2

This Verse looks complicated, and it absolutely is! Jump to the center pillar and whip away the Fidelities. PPPPK with Alruna (Arms) and Chain Chomp (Legs) can put a hurt on all of them. When the Cachets show up, you must do a lot of jumping and Crow Within as platforms are destroyed, but stick to Alruna. If all else fails, come back with Rosa for extra damage.



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: [1st Climax/2nd Climax/3rd Climax] Alruna (Legs); [∞ Climax] Alruna (Arms), Undine or Chain Chomp (Legs)

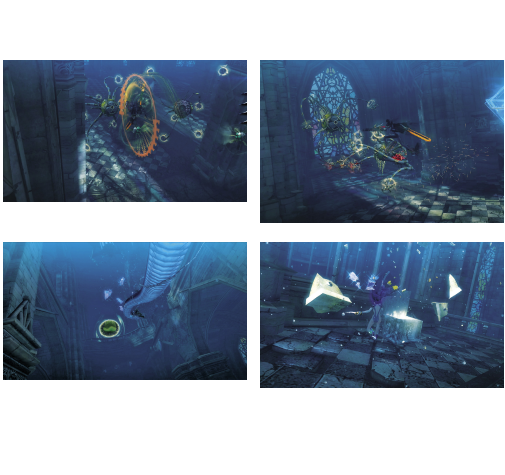
The above strategies will gain you the Pure Platinum with proper execution. Alternatively, if all else fails, the Rodin weapon will destroy everything in record time if you utilize its harp and blade functions.

Beating this Verse nabs you a Broken Moon Pearl (10/16)

Head to the end of the church to get into another fight, lickety-split!

CH8 V10	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	1410	00:35	0	1410	00:35	0	1410	00:50	0
GOLD	00:55	200	980	00:55	200	980	00:55	200	980	01:00	200
SILVER	01:15	400	870	01:15	400	870	01:15	400	870	01:10	400
BRONZE	01:35	600	760	01:35	600	760	01:35	600	760	01:20	600
BOSS BONUS											

VERSE 11



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

GO FOR PURE PLATINUM!

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMIES: Fidelity x3

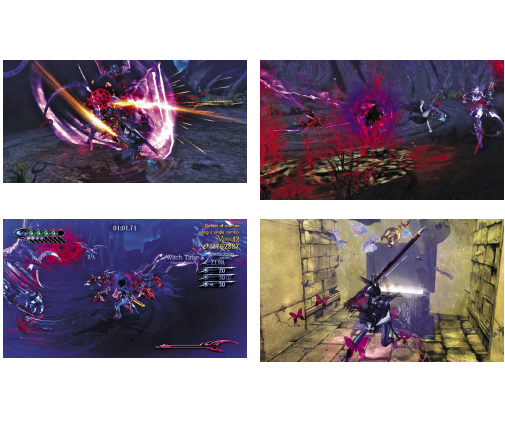
No matter the difficulty, you face three Fidelities—the only difference will be how quickly they're moving. Unlike most underwater fights, however, you'll have lots of solid ground under you, so you can maneuver a little better than usual. Avoid the mines that Fidelity lays, and either use Stiletto or swim with Snake Within to close in on the angels and put them down.

After the fight, Loki creates a portal out of Paradiso. Swim up and check the balconies on the way for a chest containing a **Broken Witch Heart (22/40)**.

Once you jump out of the portal, you see a Muspelheim to your left.

CH8 V11	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	2930	00:40	0	2930	00:50	0	2930	01:00	0
GOLD	01:00	200	1710	01:00	400	1710	01:10	800	1710	01:20	2400
SILVER	01:20	400	1410	01:20	800	1410	01:30	1600	1410	01:40	4400
BRONZE	01:40	800	1100	01:40	1600	1100	01:50	3200	1100	01:50	6400
BOSS BONUS											

VERSE 12



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies using a single combo.

ENEMIES: Fury x6, Hideous (Twin Blades) x1, Hideous (Gun) x1, Hideous (Scythe) x1

This is an excellent Verse to practice your Dodge Offset skills. Every time you concentrate on an enemy, another one will be looking to hit you from the side. Keep an eye on Bayonetta's surroundings, and dodge all would-be flankers!

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies using a single combo.

ENEMIES: Malicious x1, Resentment x1, Greed x1, Fury x10

All of the fun punching bag enemies have been replaced with enemies that can restrain you in some way, breaking your combo. Boo. Employ the same strategies as in the lower difficulties, but stay mobile and pick your hits. Don't get close to an enemy unless it's on your terms!

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The above strategies work well with Salamandra.

Beating this Verse nabs you a Broken Witch Heart (23/40)

Once you come out, check the room for a small doorway leading to a chest containing a **Midas's Testament**.

Now you're ready for the great escape! Go back to the staircase and start climbing.

CH8 V12	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:00	0	12480	01:00	0	12480	01:00	0	12480	01:40	0
GOLD	01:10	200	5950	01:10	200	5950	01:10	200	5950	01:45	200
SILVER	01:20	400	4320	01:20	400	4320	01:20	400	4320	01:50	400
BRONZE	01:30	600	2690	01:30	600	2690	01:30	600	2690	01:55	600
BOSS BONUS											

VERSE 13

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

GO FOR PURE PLATINUM!

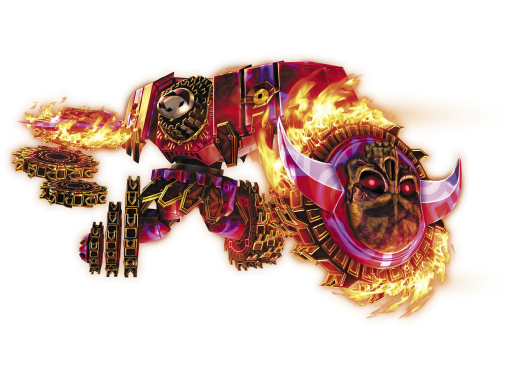
SUGGESTED PURE PLATINUM WEAPONS: N/A

ENEMIES: Golem

Use Panther Within and run to the top as fast as you can! This is simple enough, but Golem is fast. Don't be intimidated!

When you reach the top, you're greeted by one more portal to The Gates of Hell. Use it if you need it, then go onto the platform for the Chapter's last battle.

VERSE 14



ENEMY SPOTLIGHT: Pride

Pride looks a lot like Pain, so much so that you might not think it's a different enemy at first. It also attacks a lot like Pain, and causes about as much pain as Pain when it hits you. It is, however, a different color and is normally on fire. Keep that point in mind—it's important.

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Pride x1

A single Pride is a challenging, but winnable fight. As with Pain, simply watch how it works, and don't be in the way of its lunges or charges.

∞ CLIMAX

ENEMIES: Resentment x3

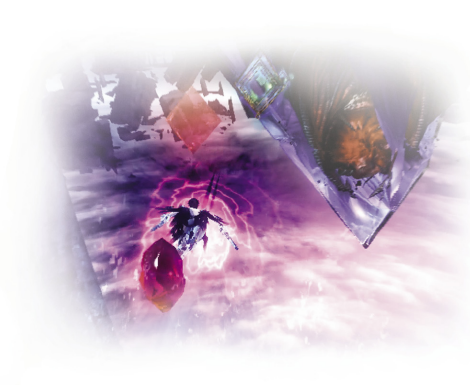
You absolutely need to use Umbran Climax here to have an easier time. Use items if you have to. Three Resentments in one place is an extremely dangerous combination. With Umbran Climax active, use your ability to stagger the Resentments and attack them all at once. Without Umbran Climax, dodge and counter their beams, claws, and slithering attacks as best you can, but know that you're at a disadvantage until you can get your magic up.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms, Legs)

The above strategies with Salamandra are enough.

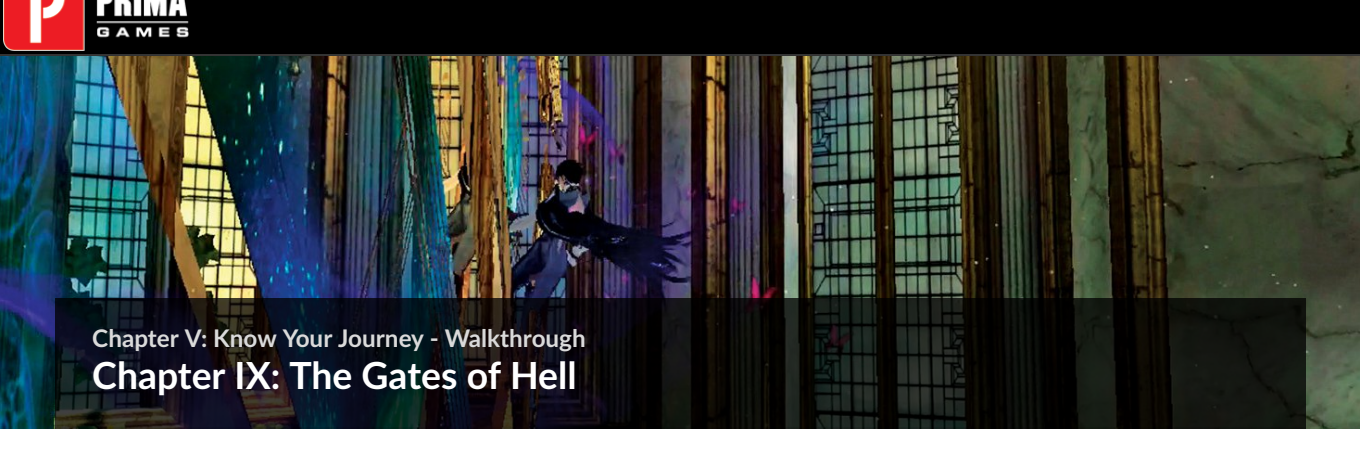
Examine the Witch Walk Portal to repair it, then jump through. As you jump through the portal, keep an eye out for the **Broken Witch Heart (24/40)** in the red breakable object to the left!



POST-CHAPTER SPOILS 4 Verse Cards (Greed, Allegiance, Golem, Pride) • Journal's Echo: Demonic Currency

CH8 V13	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	0	00:25	0	0	00:25	0	0	00:25	0
GOLD	00:35	250	0	00:35	500	0	00:35	1000	0	00:35	2500
SILVER	00:45	500	0	00:45	1000	0	00:45	2000	0	00:45	5000
BRONZE	00:55	750	0	00:55	1500	0	00:55	3000	0	00:55	7500
BOSS BONUS											

CH8 V14	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:10	0	17190	01:10	0	17190	01:20	0	17190	01:30	0
GOLD	01:20	300	7960	01:20	600	7960	01:30	1200	7960	01:40	3000
SILVER	01:30	600	5650	01:30	1200	5650	01:40	2400	5650	01:50	5000
BRONZE	01:40	900	3340	01:40	1800	3340	01:50	3600	3340	02:00	7000
BOSS BONUS											

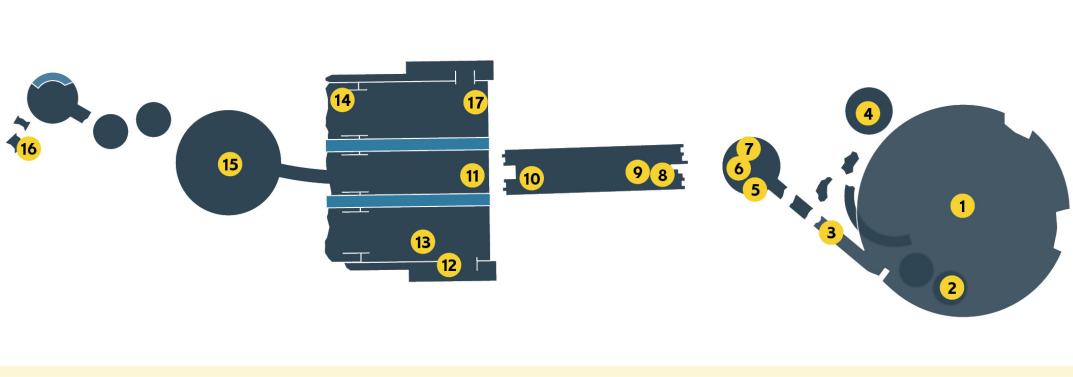


Chapter V: Know Your Journey - Walkthrough

Chapter IX: The Gates of Hell

Welcome to the real Gates of Hell—the ones that must be passed through to reach Inferno and rescue Jeanne! Of course, the Gates don't let just *anyone* in.

When the Chapter starts, Loki raises a pole. Don't take the bait. Instead go to the right of the platform you're on, and jump across two more platforms to reach a Verse that using the pole would have rendered null and void!



1. (BOSS) VERSE 7 & (BOSS) VERSE 8
2. LP PIECE (UNDERNEATH)
3. (STANDARD) VERSE 6
4. (STANDARD) VERSE 5
5. ENTRANCE TO THE GATES OF HELL
6. LOKI PORTAL #2
7. UMBRAN CROW (13/20)
8. LOKI PORTAL #2
9. (STANDARD) VERSE 4
10. LOKI PORTAL #1
11. LOKI PORTAL #1
12. MEGA BLOODY ROSE LOLLIPOP
13. (MUSPELHEIM) VERSE 3: Yields Broken Witch Heart (25/40)
14. UMBRAN CROW (12/20)
15. (STANDARD) VERSE 2
16. (STANDARD) VERSE 1
17. BROKEN MOON PEARL (11/16)

VERSE 1

VERSE 1
16738
Combo Points
0170

VERSE 1
13776958
Witch Time
Combo Points
0502

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: **Hideous (Gun) x3, Fury x6**

Keep your Dodge Offset primed! Any time you see a red line on the floor, you're about to get shot at. Dodge away when that happens and quickly continue your combo elsewhere.

∞ CLIMAX

ENEMIES: **Greed x1, Fury x6**

The enemy placement here is actually a little easier, because there's now only one ground-based enemy to concentrate on instead of three with distance armaments. However, it's still a Greed, so keep on your guard in the small space as you look for Witch Time opportunities. Hit multiple enemies at once!

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The above strategies using Salamandra will work for attaining Pure Platinum.

Head back to the large pole, and spin to activate it. A new trail opens up. Follow this trail to the next Verse.

CH9 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:45	0	10500	00:45	0	10500	00:50	0	10500	00:55	0
GOLD	00:55	250	5100	00:55	500	5100	01:00	1000	5100	01:05	2000
SILVER	01:05	500	3750	01:05	1000	3750	01:10	2000	3750	01:15	4000
BRONZE	01:15	750	2400	01:15	1500	2400	01:20	30000	2400	01:25	6000
BOSS BONUS											

VERSE 2

ENEMY SPOTLIGHT: **Malicious**

Malicious is to Inferno what Enrapture is to Paradiso: Something you should kill right away so that it can't anger nearby enemies! Instead of draining your magic, Malicious binds you to the ground with demonic magic, leaving you vulnerable for his allies.

VERSE 2
19271
Combo Points
0238
35
52
52
UMBRAN CLIMAX

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: **Malicious x1, Fury x4**

Prioritize the Malicious, but if any Furies get in your way, smash through them to get to your real target.

∞ CLIMAX

ENEMIES: **Malicious x1, Greed x2**

Destroy the Malicious first so that you have the luxury of running around against the Greeds. With the low ceiling, high aerial maneuvers are out, so use Panther Within and your dodging skills to slip your hits in!

VERSE 2
13779868
Witch Time
Combo Points
0142

GO FOR PURE PLATINUM!

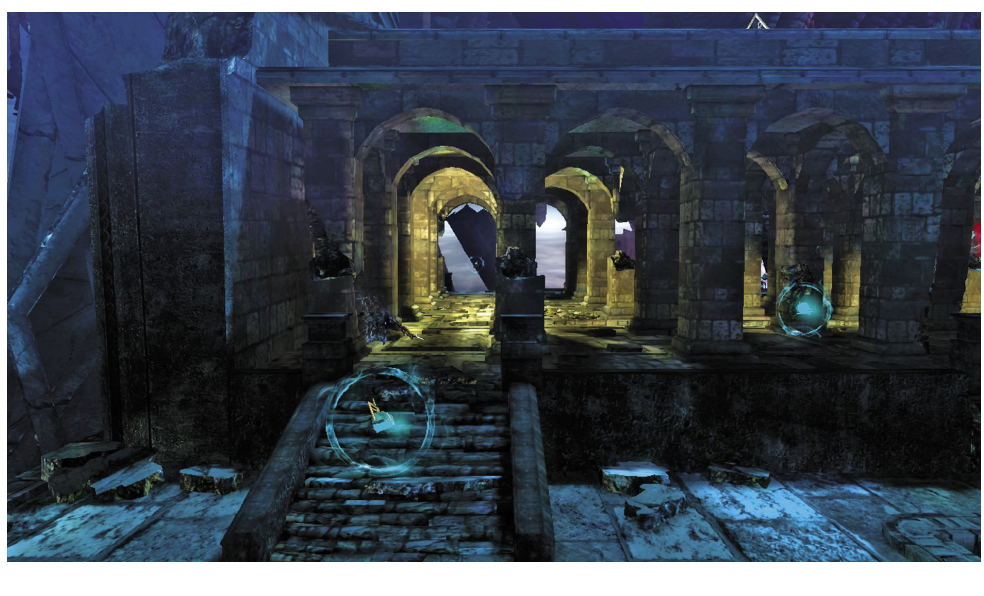
SUGGESTED WEAPONS: Salamandra (Arms)

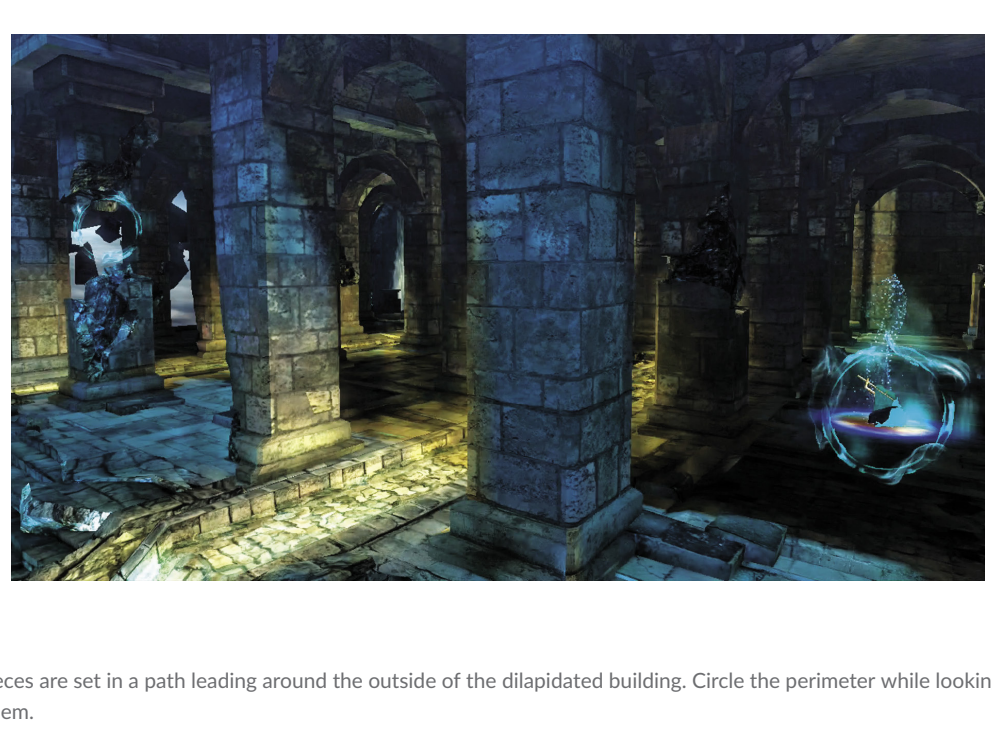
The above strategies will work just fine for getting Pure Platinum, as long as you're fast.

Pick up a few spoils once you've bested Verse 2. Head forward, towards the square building up ahead. On the leftmost broken column you can see an **Umbran Crow (12/20)**. Continue along the outer path and around to the left, then take the staircase to the right side. You see an **Umbran Witch Resting Place** containing a **Broken Moon Pearl (11/16)**.

On the right edge of this structure is a chest containing a **Mega Bloody Rose Lollipop**. Finally, go back into the structure; near the right side of it is one of the game's harder Muspelheims.

Umbran Resting Place (20 Sec)





The pieces are set in a path leading around the outside of the dilapidated building. Circle the perimeter while looking up to grab them.

CH9 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:28	0	1680	00:28	0	1680	00:28	0	1680	01:05	0
GOLD	00:38	300	1090	00:38	600	1090	00:38	1200	1090	01:15	2000
SILVER	00:48	600	950	00:48	1200	950	00:48	2400	950	01:25	4000
BRONZE	00:58	900	800	00:58	1800	800	00:58	3600	800	01:35	6000
BOSS BONUS											

VERSE 3

00:26.45
Defeating enemies will partially restore the timer.
VERSE 3
1136025

00:19.33
VERSE 3
13782184

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: **Defeating enemies will partially restore the timer.**

ENEMIES: **Malicious x1, Hideous (Gun) x2, Greed x1**

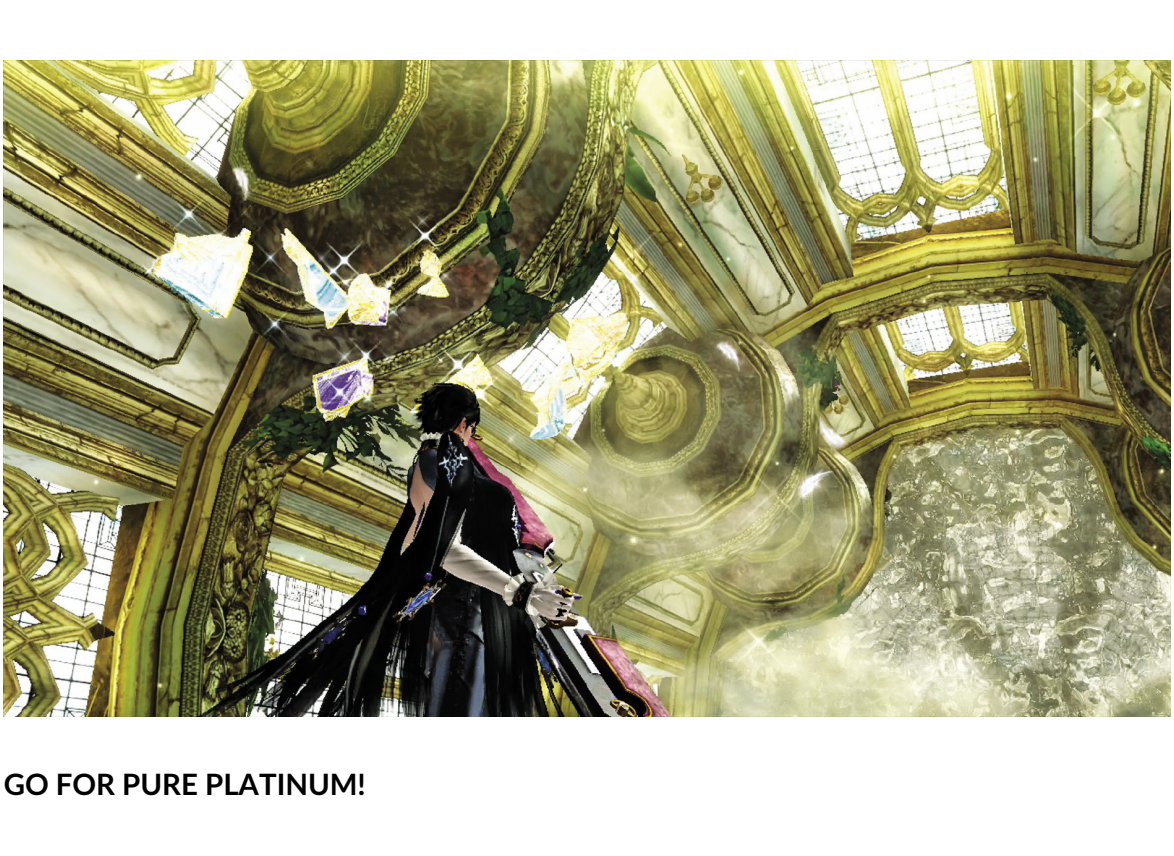
Destroy the Malicious, then smack up the Hideouses. When Greed appears, you should have enough magic power to activate Umbran Climax and make short work of him, too.

∞ CLIMAX

MUSPELHEIM OBJECTIVE: **Defeating enemies will partially restore the timer.**

ENEMIES: **Resentment x1, Pain x1, [LOOPING] Fury x4**

What you have here are two highly resilient enemies who won't go down easily. Use the spawning Furies to fuel the timer so you can whale away on the big fish.



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

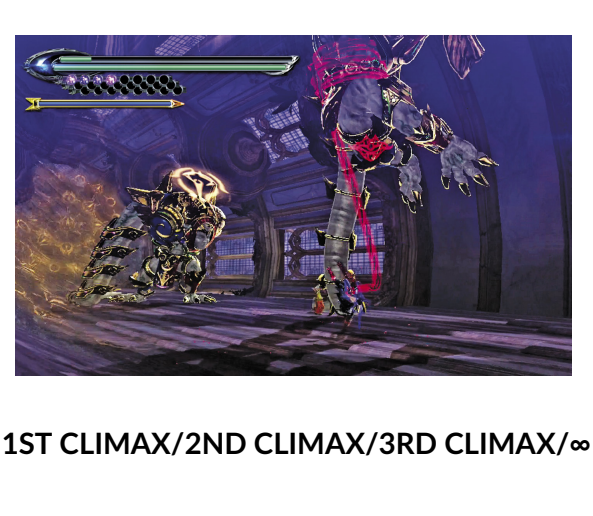
Use the above strategies to come out with Pure Platinum. On ∞ Climax you have to be especially efficient.

Beating this Verse nabs you a Broken Witch Heart (25/40)

Finally, go into the portal that Loki has created at the back of the building. You get the keys to advancing through the stage...and yet another warm angelic welcome.

CH9 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:55	0	2930	00:55	0	2930	00:55	0	2930	01:10	0
GOLD	01:00	200	1710	01:00	200	1710	01:00	200	1710	01:15	200
SILVER	01:05	400	1410	01:05	400	1410	01:05	400	1410	01:20	400
BRONZE	01:10	600	1100	01:10	600	1100	01:10	600	1100	01:25	600
BOSS BONUS											

VERSE 4

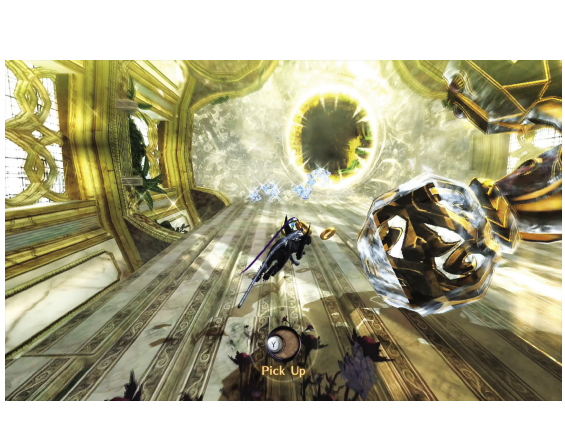


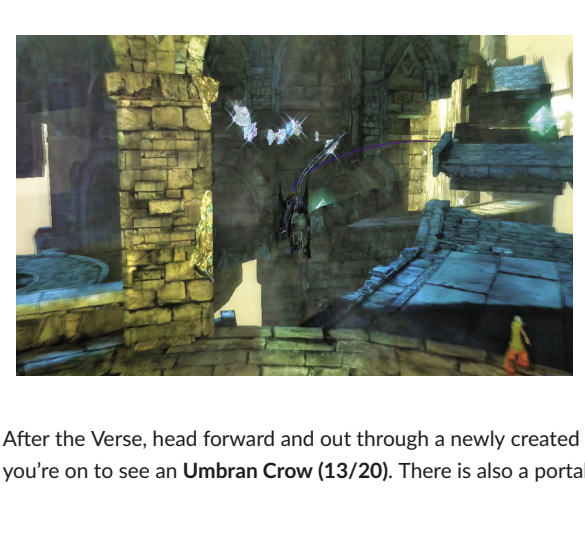
1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms), Alruna (Legs)

ENEMIES: **Allegiance x1, Acceptance (Spear) x2, Gravitas x1; ∞ Climax: Accolade (Shield) x2, Enrapture x1, Belief x2**

This Verse has two sets of enemies, but the same general strategy. For the first wave, dodge the attacks of the Acceptances (or Accolades), and destroy the more powerful enemies in either version of the Verse during Witch Time. When the heavy enemies (Gravitas, Beliefs) show up, whip them to the ground by holding K during Witch Time/Umbran Climax, then slice for all you're worth!





After the Verse, head forward and out through a newly created portal! Once you're out, look around the glowing platform you're on to see an **Umbran Crow (13/20)**. There is also a portal to The Gates of Hell (no, the other one) here.

A path of broken steps leads to the end of the stage, but don't go there just yet. Instead, look to the left and jump to the round platform.

CH9 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:30	0	30030	01:30	0	30030	01:40	0	30030	02:10	0
GOLD	01:50	600	13330	01:50	1200	13330	02:00	2400	13330	02:30	4800
SILVER	02:10	900	9160	02:10	1800	9160	02:20	3600	9160	02:50	6000
BRONZE	02:30	1200	4980	02:30	2400	4980	02:40	4800	4980	03:10	7200
BOSS BONUS											

VERSE 5

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

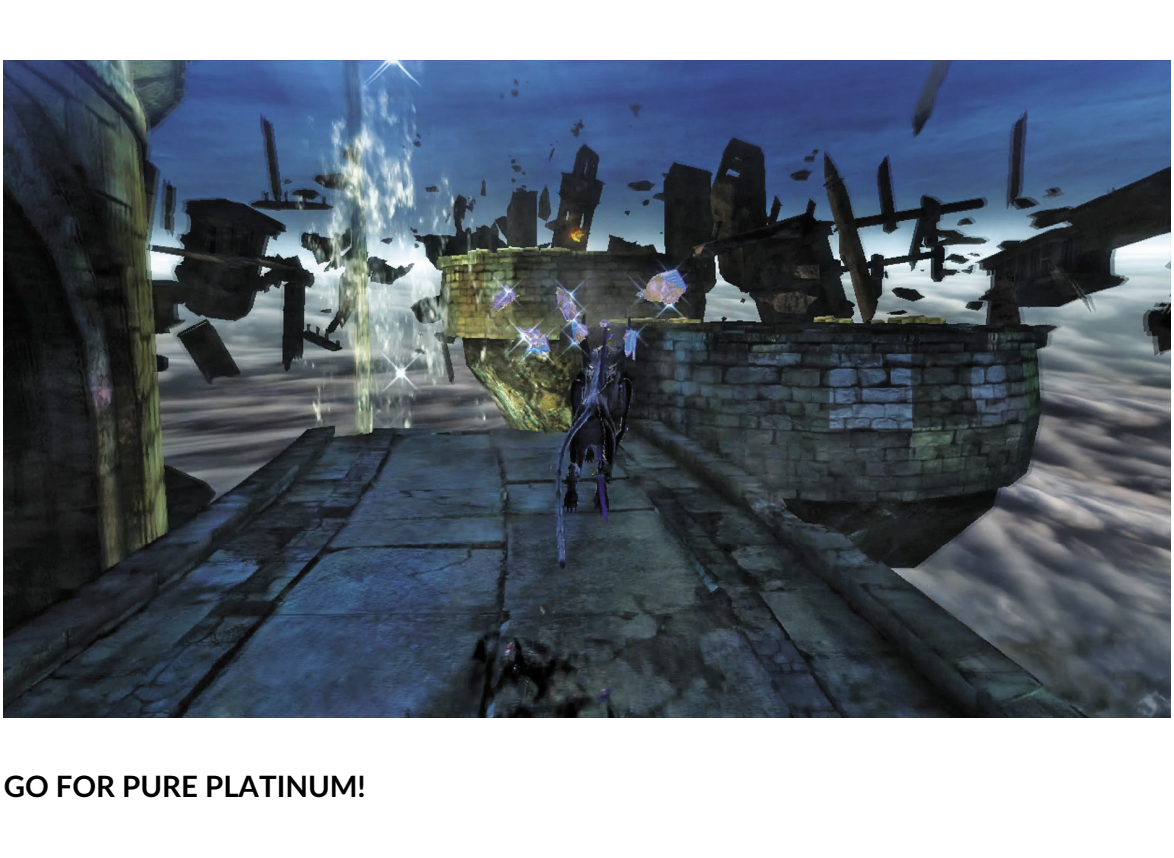
ENEMIES: **Malicious x2**

Two Maliciouses without backup are dangerous, but they're still a twin pair of punching bags. Go ahead and punch. Keep an eye on the ground so you don't get restrained.

∞ CLIMAX

ENEMIES: **Malicious x1, Hideous (Scythe) x2**

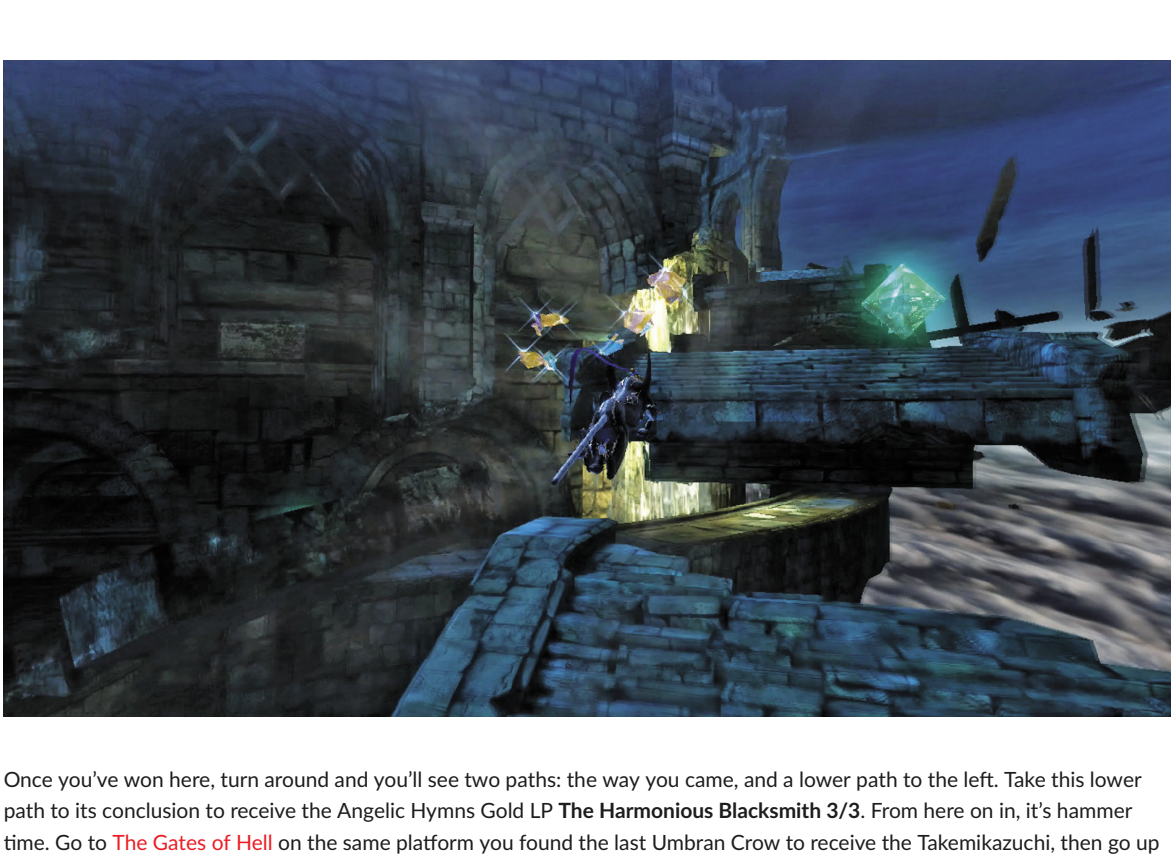
Here you have a Malicious powering two Hideouses, which is a bit harder. Prioritize the Malicious, using Dodge Offset to keep your combos going on the small battlefield.



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

Efficient use of above strategies using Salamandra will ensure Pure Platinum.



Once you've won here, turn around and you'll see two paths: the way you came, and a lower path to the left. Take this lower path to its conclusion to receive the Angelic Hymns Gold LP **The Harmonious Blacksmith 3/3**. From here on in, it's hammer time. Go to The Gates of Hell on the same platform you found the last Umbran Crow to receive the Takemikazuchi, then go up the main path of broken steps. You have one more Verse to deal with before reaching the top.

CH9 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:30	0	1230	00:30	0	1230	00:30	0	1230	00:38	0
GOLD	00:40	400	850	00:40	800	850	00:40	1600	850	00:48	3000
SILVER	00:50	800	760	00:50	1600	760	00:50	3200	760	00:58	4500
BRONZE	01:00	1200	660	01:00	2400	660	01:00	4800	660	01:08	6000
BOSS BONUS											

VERSE 6

Witch Time
Combo Points

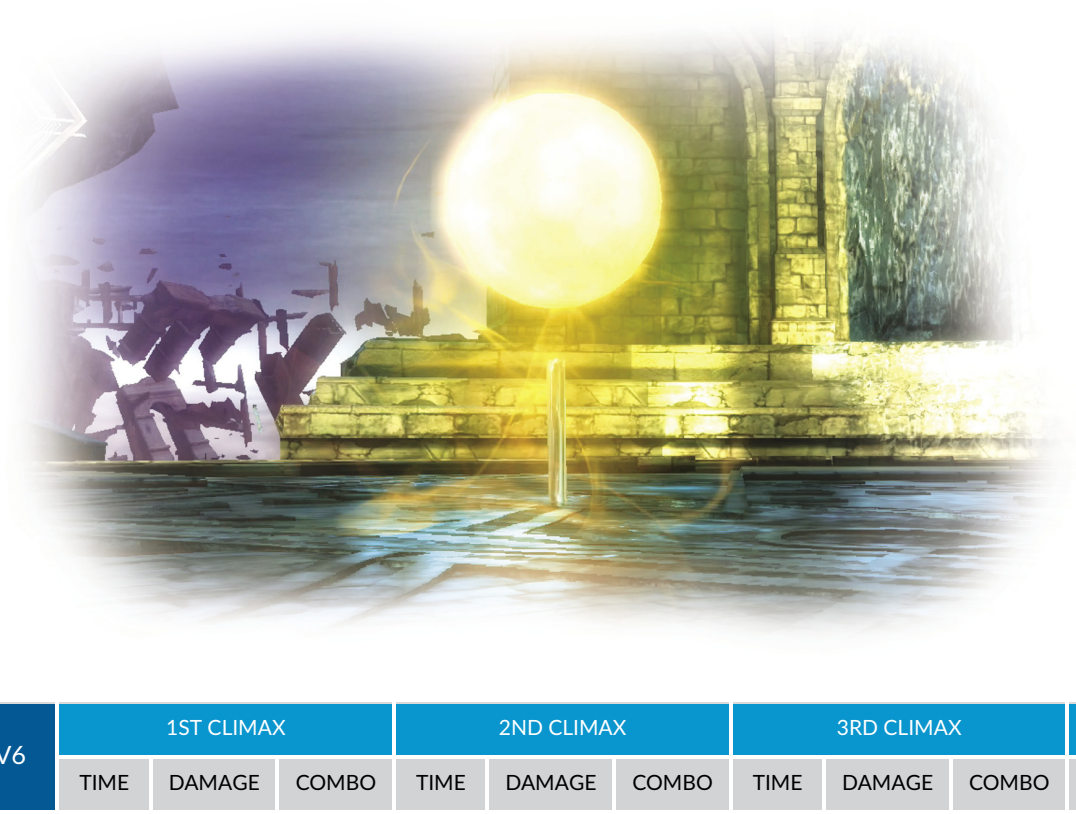
1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMIES: **Fury x6**

Destroy the Furies and move on. However, don't move on before destroying the Furies, or you'll lose the Verse altogether! Stay in a single general area.

With nothing in your way, head to the summit and get ready for a boss doubleheader, starting with a grudge rematch!



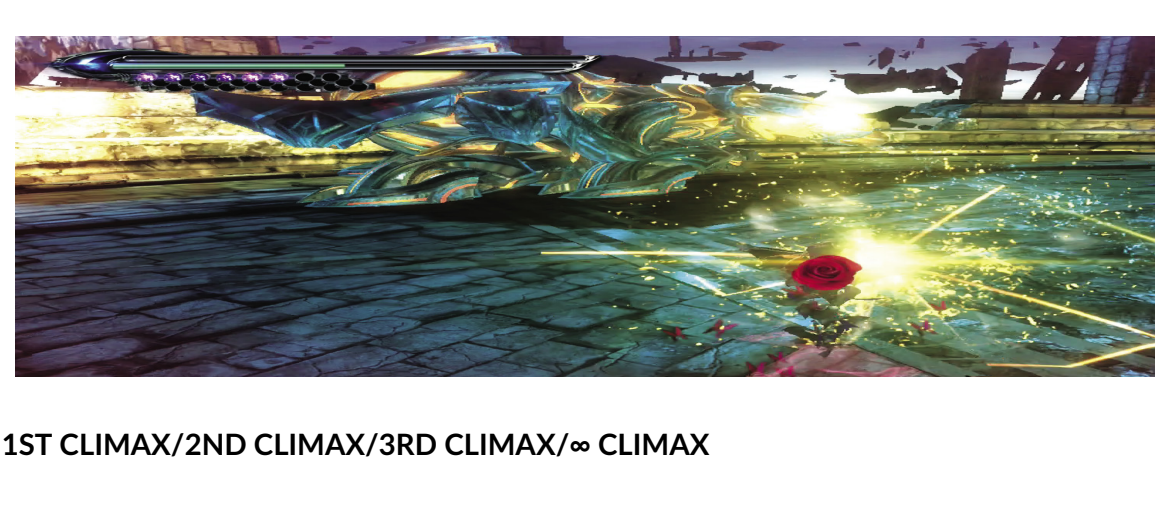
CH9 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:30	0	1230	00:30	0	1230	00:30	0	1230	00:40	0
GOLD	00:40	100	850	00:40	200	850	00:40	400	850	00:50	1000
SILVER	00:50	200	760	00:50	400	760	00:50	800	760	01:00	2000
BRONZE	01:00	400	660	01:00	800	660	01:00	1600	660	01:10	4000
BOSS BONUS											

VERSE 7

BOSS: **Golem**

Golem-fighting strategy hasn't changed much between Chapters. He's still slow and easy to predict. However, his bird form can now project sonic screams, and he can also change into a bull, complete with charge attacks and tail guns! Like last time, he doesn't like Umbran Climax–powered attacks much, so stock up on magic power.

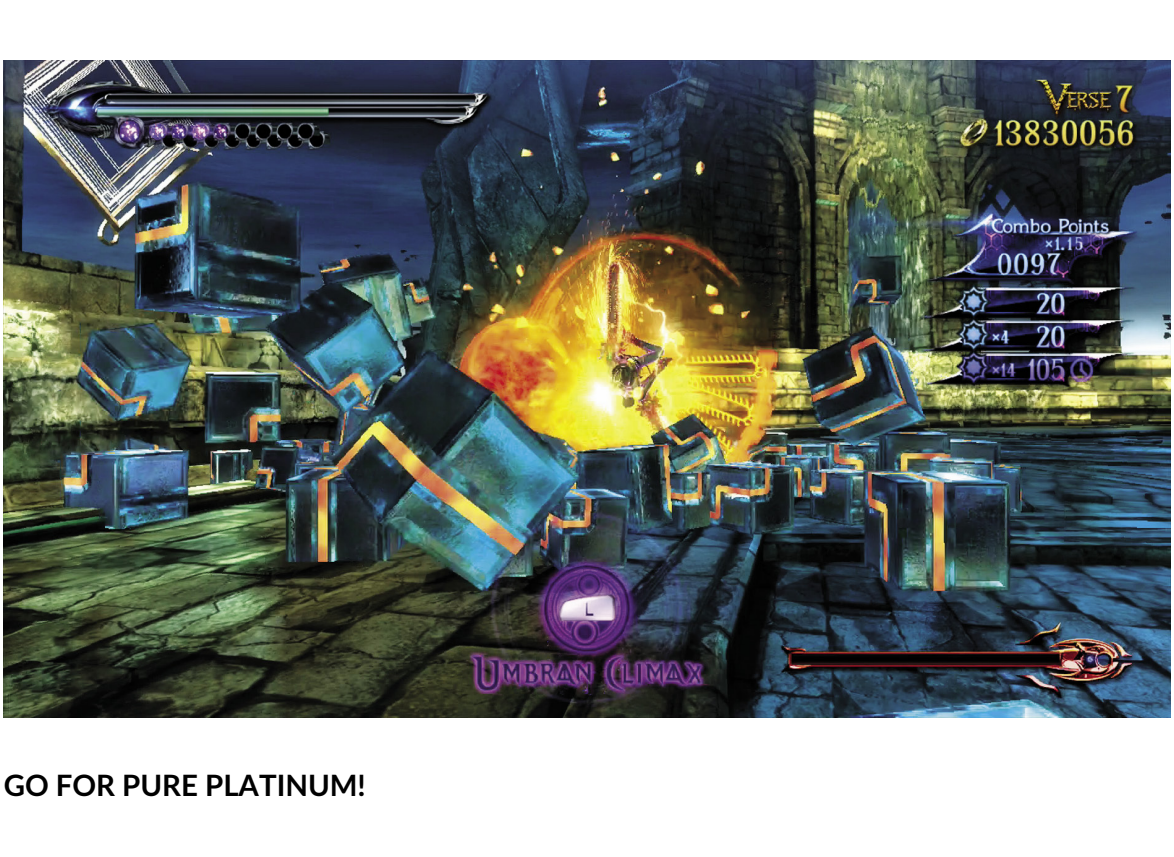
UMBRAN CLIMAX



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

ENEMIES: **Golem**

Beat Golem this time and you get a climactic Quick Time Event that should prove cathartic to those with memories of the original *Bayonetta*. Bump, set, spike!



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

Just like last time, Golems are allergic to chainsaws.

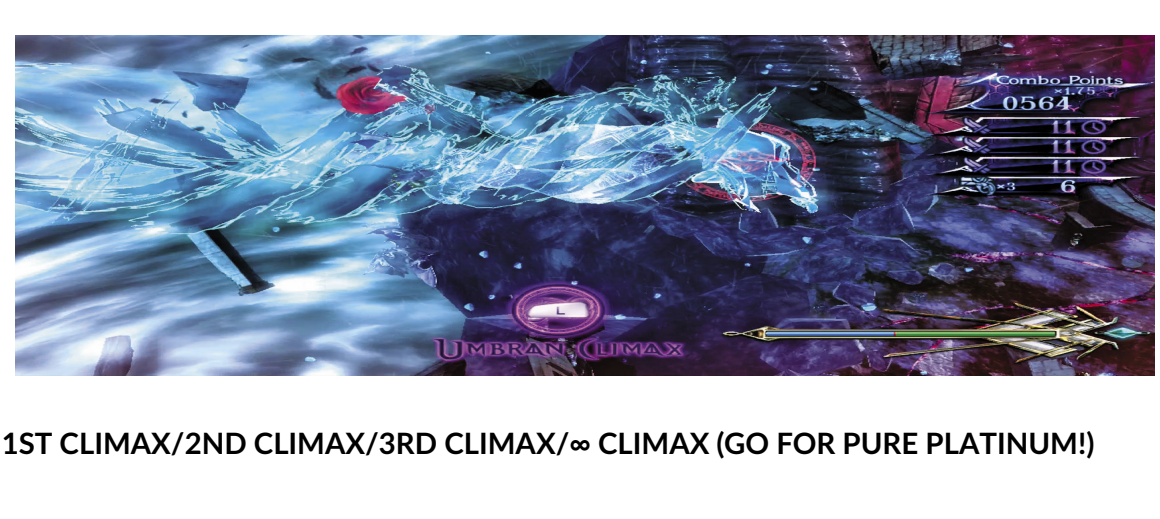
CH9 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:30	0	59640	02:30	0	59640	02:40	0	59640	02:50	0
GOLD	02:40	750	25540	02:40	1500	25540	02:40	3000	25540	03:00	4000
SILVER	02:50	1250	17010	02:50	2500	17010	03:00	4000	17010	03:10	5000
BRONZE	03:00	1750	8480	03:00	3500	8480	03:10	5000	8480	03:20	6000
BOSS BONUS	3000			3000			3000			3000	

VERSE 8

BOSS: **Prophet**

Prophet first appears before you as an apparition, and he also brings a level of offense you haven't seen until now. He sprouts energy arms to punch at you, smash you, or push you away. He also tries to restrain you with energy projected from below, much like Malicious. If you get hit, you're temporarily encased in a bubble and have to wiggle the Left Analog Stick to escape. Large laser blasts and energy blades are also part of his repertoire.

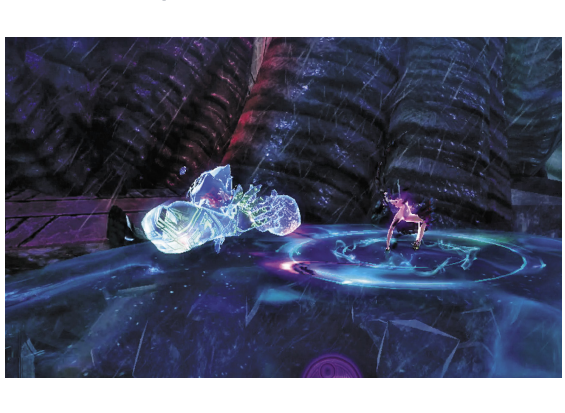
VERSE 8
13835095
Combo Points
0138
UMBRAN CLIMAX



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Rakshasa (Arms)

ENEMIES: **Prophet (2 Phases)**



Combo Points
1927

700 GIGATON

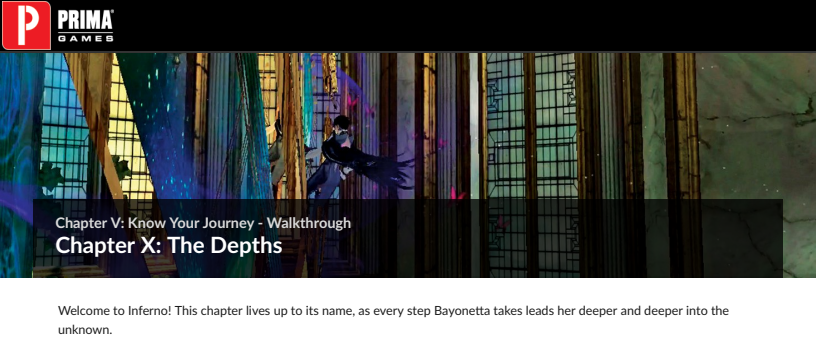
VERSE 8
13835095
Witch Time
1369

Partway through the battle, Prophet tosses a huge tower at Bayonetta. Press buttons during the Quick Time Event to teach him why that's a bad idea. After this sequence, however, Prophet starts hurling chunks of debris every so often during the main fight.

With all of this firepower, how does one beat him? Prophet is actually vulnerable to the same offensive strategy as the Masked Lumen (and with quite a few bosses it'll stay that way until morale improves). Dodge any of the attacks, move in and use up to four P slashes with Rakshasa, dodge out, and fire your gun until you dodge another move. Keep your combo going as long as possible, and don't flub any dodge maneuvers (oh, and don't get hit, naturally), if you want to walk away with Pure Platinum.

POST-CHAPTER SPOILS 2 **Verse Cards** **(Malicious, Prophet)**

CH9 V8	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:30	0	38400	02:30	0	38400	03:00	0	38400	03:30	0
GOLD	03:00	1000	16800	03:00	2000	16800	03:30	3200	16800	04:00	4000
SILVER	03:30	1750	11400	03:30	3500	11400	04:00	4800	11400	04:30	5500
BRONZE	04:00	2500	6000	04:00	5000	6000	04:30	6400	6000	05:00	7000
BOSS BONUS	10000			10000			10000			10000	

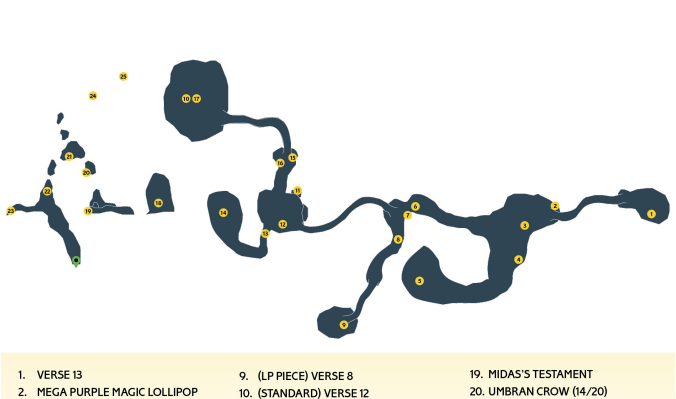


Chapter V: Know Your Journey - Walkthrough

Chapter X: The Depths

Welcome to Inferno! This chapter lives up to its name, as every step Bayonetta takes leads her deeper and deeper into the unknown.

Go straight ahead and collect the **Overseer of Inferno** Journal's Echo. Then back up a bit and go to the right to access a Muspelheim. Brace yourself for a decent amount of backtracking through this maze-like stage.



1. VERSE 13
2. MEGA PURPLE MAGIC LOLLIPOP
3. (STANDARD) VERSE 10
4. BROKEN WITCH HEART (30/40)
5. (STANDARD) VERSE 11: Yields Broken Witch Heart (29/40)
6. (MUSPELHEIM) VERSE 9: Yields Broken Witch Heart (28/40)
7. UMBRAN CROW (15/20)
8. MEGA GREEN HERB LOLLIPOP
9. (LP PIECE) VERSE 8
10. (STANDARD) VERSE 12
11. BROKEN MOON PEARL (12/16)
12. (STANDARD) VERSE 6
13. MEGA YELLOW MOON LOLLIPOP
14. (LP PIECE) VERSE 7
15. JOURNAL'S ECHO
16. ENTRANCE TO THE GATES OF HELL
17. (BOSS) VERSE 5
18. (LP PIECE) VERSE 3
19. MIDAS'S TESTAMENT
20. UMBRAN CROW (14/20)
21. (STANDARD) VERSE 2
22. JOURNAL'S ECHO
23. (MUSPELHEIM) VERSE 1: Yields Broken Witch Heart (26/40)
24. (STANDARD) VERSE 4 (during the fall)
25. BROKEN WITCH HEART (27/40)

VERSE 1

Verse 1
62630
Combo Points
0238
20
35
35
01:12.51

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies. Witch Time cannot be activated.

ENEMIES: Hideous (Twin Blades) x1, Hideous (Scythe) x1, Malicious x1

Down the Malicious first, as you don't want the Hideouses to be moving faster than they already do without Witch Time. Then go for the Hideouses in any order you wish.

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies. Witch Time cannot be activated.

ENEMIES: Greed x1

Greed can be a tough battle, but it has a tremendous number of dodgeable attacks, almost all of which involve Greed rearing back first. Note which attacks are coming toward you and react accordingly.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

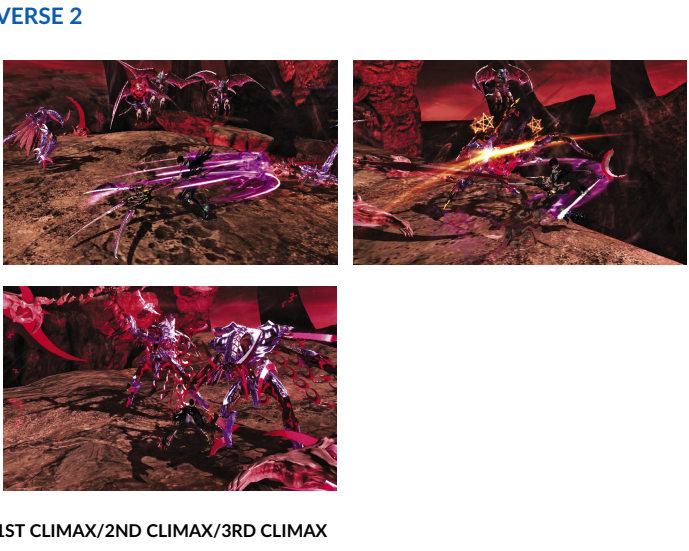
The above strategies with Salamandra are sufficient for Pure Platinum.

Once out of the Muspelheim, go back along the straight path to trigger Verse 2.

Beating this Verse nabs you a Broken Witch Heart (26/40)

CH10 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:45	0	2930	00:45	0	2930	00:45	0	2930	00:50	0
GOLD	00:55	200	1710	00:55	200	1710	00:55	200	1710	01:00	200
SILVER	01:05	400	1410	01:05	400	1410	01:05	400	1410	01:10	400
BRONZE	01:15	600	1100	01:15	600	1100	01:15	600	1100	01:20	600
BOSS BONUS											

VERSE 2



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Hideous (Scythe) x1, Fury x6

Dodge back and forth amid all of these enemies, and watch your surroundings at all times to make sure you're never flanked. Patience is the key here—you face much opposition on a small battleground. Attack relentlessly, but not recklessly, until all your foes are slain.

∞ CLIMAX

ENEMIES: Hatred x2

Hatreds may hit harder, but there are now far fewer enemies onscreen to keep track of. Use this to your advantage and stay just outside of their attack range. Dodge their scythe swings, retaliate, then repeat. Watch out, as two Hatreds mean lots of fast swings!

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The above strategies with Salamandra are sufficient for Pure Platinum.

Now look to your right to see some platforms leading left and right. The right path leads to a chest containing a **Midas's Testament**. On the platform between your current location and the rock formation at the end, there's an **Umbran Crow (14/20)** that's easy to miss. Don't.

Follow the path along the rock formation to trigger Verse 3.

CH10 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	5880	00:40	0	5880	00:45	0	5880	00:50	0
GOLD	00:50	200	3070	00:50	400	3070	00:55	800	3070	01:00	2000
SILVER	01:00	400	2370	01:00	800	2370	01:05	1600	2370	01:10	4000
BRONZE	01:10	800	1670	01:10	1600	1670	01:15	3200	1670	01:20	6000
BOSS BONUS											

VERSE 3

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Greed x2

Two Greeds may seem like a daunting task, but it's actually rife with Witch Time opportunities! As with all such fights, don't get crowded. The rock you're on for this Verse is bigger than the last, so don't be afraid to momentarily retreat to a clear spot and regroup.

∞ CLIMAX

ENEMIES: Pain x1, Hideous (Twin Blades) x2

Use the Pain's telegraphed maneuvers to provide opportunities to achieve Witch Time, then go for the more easily destroyed Hideouses first. Once they're taken care of, engage Pain one-on-one!

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

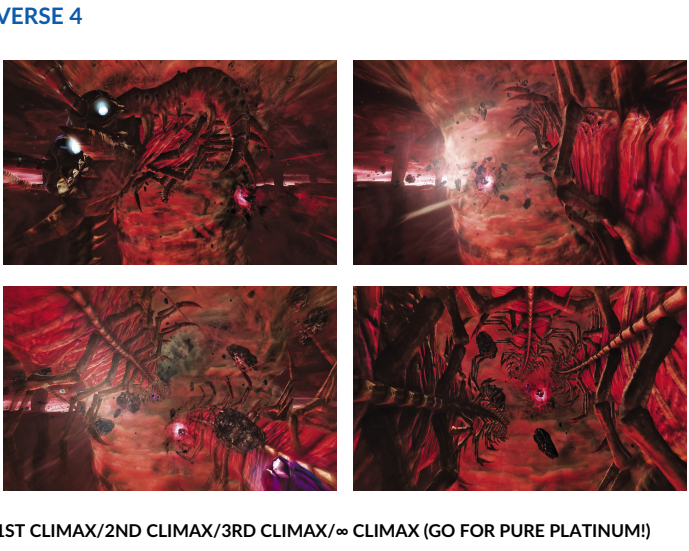
The above strategies with Salamandra are sufficient for Pure Platinum.

Beating this Verse causes the appearance of the Angelic Hymns Gold LP Matthäus-Passion O Haupt voll Blut und Wunden 1/3.

Head back to the main path and progress forward, jumping across platforms until...

CH10 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	5880	00:40	0	5880	00:50	0	5880	00:55	0
GOLD	00:50	200	3070	00:50	400	3070	01:00	800	3070	01:05	2000
SILVER	01:00	400	2370	01:00	800	2370	01:10	1600	2370	01:15	4000
BRONZE	01:10	800	1670	01:10	1600	1670	01:20	3200	1670	01:25	6000
BOSS BONUS											

VERSE 4



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

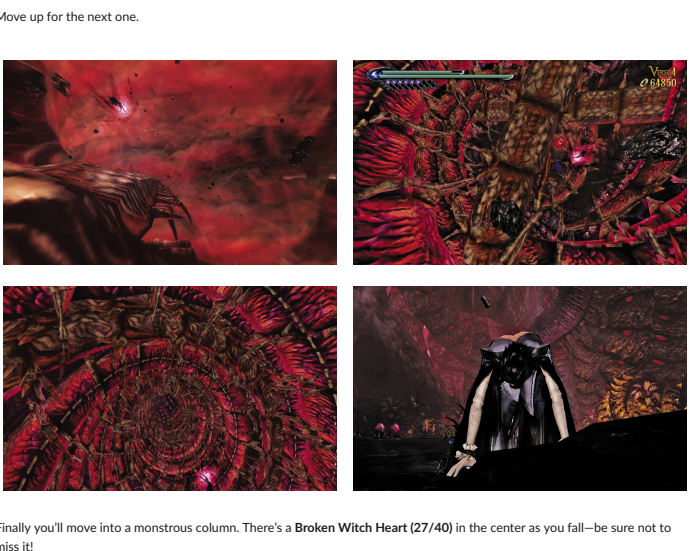
SUGGESTED PURE PLATINUM WEAPONS: N/A

ENEMIES: Scolopendras (Multiple)

This Verse has Bayonetta falling a long distance, with Scolopendras constantly trying to tag her. First move Bayonetta to the lower right, then to the left so that the Scolopendra misses her.

Stay near the center for the next few Scolopendras, adjusting down and to the right as they come close.

Move up for the next one.



Finally you'll move into a monstrous column. There's a **Broken Witch Heart (27/40)** in the center as you fall—be sure not to miss it!

As long as you didn't get hit, you should get Pure Platinum for this Verse.

Out of the frying pan and into the fire! Quite literally, in fact.

Caution

Be sure not to dodge using the Evade button while falling! Bayonetta's descent will slow, which increases the possibility of losing the Pure Platinum medal for the Verse by way of a lowered Time score.

Note

You will always be awarded a Platinum Score medal for this verse. If you make it to the bottom in 38 seconds or less, you will get a Platinum Time medal, otherwise Gold.

CH10 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:38	0	0	00:38	0	0	00:38	0	0	00:38	0
GOLD	00:45	400	0	00:45	800	0	00:45	1600	0	00:45	2000
SILVER		800	0		1600	0		3200	0		4000
BRONZE		1200	0		2400	0		4800	0		6000
BOSS BONUS											

VERSE 5

BOSS: Phantasmaraneae

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms), Alruna (Legs)

ENEMIES: Phantasmaraneae

Arachnophobes beware! The only thing more fearsome a giant spider is quite possibly a giant spider on fire.

Phantasmaraneae is another one of those large enemies that manages to move quite fast! It'll jump around and try to stomp you, swipe at you with its legs, burrow underground to resurface directly under you, and spit fireballs, either in sequence or in a spread formation. It can spin a web on the walls and use it as a perch to pick you off from. Finally, it can produce offspring that make your task harder by sheer force of crowding.

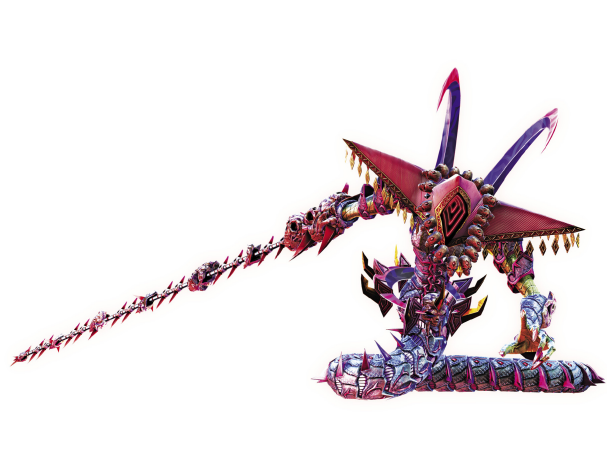
Every single one of these attacks has a tell. Anticipate the burrowing attack by looking at the ground. The fireballs are large and move slowly enough to be dodged, even on ∞ Climax. Phantasmaraneae rears back before the swipes, and the stomps are self-explanatory. Just look for these tells, and dodge accordingly. Like most enemies, Phantasmaraneae's pretty helpless while in Witch Time, so keep it there as long as possible.

Once you've doused Phantasmaraneae, look for the big vine with a large eye embedded in its base. This eye responds to shows of great power. You're Bayonetta. Do what you must.

Destroying the eye causes the vine to stretch, creating a trail to run across. On the other side of it, you run smack into the **Balance** Journal's Echo, as well as an entrance to The Gates of Hell. Continue straight ahead for the next battle.

CH10 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:40	0	23000	01:40	0	23000	01:50	0	23000	02:00	0
GOLD	02:00	1000	10400	02:00	2000	10400	02:10	3000	10400	02:20	4000
SILVER	02:20	1500	7250	02:20	3000	7250	02:30	4000	7250	02:40	5500
BRONZE	02:40	2000	4100	02:40	4000	4100	02:50	5000	4100	03:00	7000
BOSS BONUS											

VERSE 6



ENEMY SPOTLIGHT: Resentment

Over the course of **Bayonetta 2**, you'll come to resent Resentment quite a bit. She'll do everything she can to hit you with flanking swipes and wrap you up in her snakelike body. However, by far the most damaging attack she has is her de-aging beam. If you're hit with it, you're turned into a helpless child, vulnerable to b eing grabbed and consumed by Resentment for an instant trip to the Continue screen!! Should you get hit by the beam, activate Umbran Climax to instantly revert to normal.

Verse 6
70537
Combo Points
0000
20
35
35
Torture Attack

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

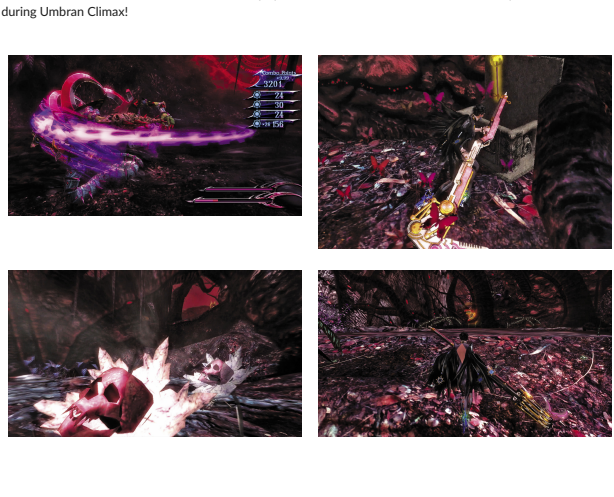
ENEMIES: Greed x1, Hideous (Gun) x3, Resentment x1

Save your magic power as much as you can while fighting the first wave of enemies. You want at least one large orb of magic power going into the second wave. Once Resentment shows up, unleash Umbran Climax at your discretion.

∞ CLIMAX

ENEMIES: Pride x1, Hideous (Gun) x2, Resentment x2

The strategy here is the same as at the lower difficulties, except you have two Resentments to deal with. Try to attack both at the same time during Umbran Climax!



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

Using long slices with the Salamandra is enough to get the Pure Platinum medal, as long as you remember to taunt between the two enemy waves. If you're feeling daring, hold K during Witch Time or Umbran Climax and toss the Resentments to the ground!

Instead of activating the next vine, look up and to the right side of the area to see a chest containing a **Mega Yellow Moon Lollipop**. Grab it and continue along this new path to reach the Angelic Hymns Gold LP **Matthäus-Passion O Haupt voll Blut und Wunden 2/3**. Grabbing this, however, triggers a Verse, so be ready to fight!

CH10 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:10	0	26360	02:10	0	26360	02:10	0	26360	02:20	0
GOLD	02:20	450	11800	02:20	900	11800	02:20	1800	11800	02:30	3000
SILVER	02:30	750	8160	02:30	1500	8160	02:30	3000	8160	02:40	4500
BRONZE	02:40	1050	4530	02:40	2100	4530	02:40	4200	4530	02:50	6000
BOSS BONUS											

VERSE 7

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Resentment x2, Fury x4

Two Resentments in the same place are bad news! Dodge absolutely everything you can and counterattack until you have enough energy for Umbran Climax, then spend it and unleash as much pain as possible. Furies show up after you dispatch one Resentment.

∞ CLIMAX

ENEMIES: Sloth x1, Fury x4

Even a single Sloth is as much bad news as multiple Resentments. Constantly chase him around and try to hit him. Take care of the Furies at the same time as you engage Sloth.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: [1st Climax/2nd Climax/3rd Climax] Salamandra (Arms), [∞ Climax] Rakshasa (Arms)

Against Resentments and Sloths, Salamandra and Rakshasa are your best bets. You have to dodge their attacks and retaliate during Witch Time, which isn't easy, but it is doable. Umbran Climax can give you an edge against the Resentments.

Go back and activate the vine you passed up, then travel across it! Once you're off, take a quick turn to the right and grab the **Mega Green Herb Lollipop** in the chest, then activate the next vine ahead. This one takes you to a chest containing the Angelic Hymns Gold LP **Matthäus-Passion O Haupt voll Blut und Wunden 3/3**, but before you can claim it, you'll have to prove yourself worthy.

CH10 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:10	0	14710	01:10	0	14710	01:30	0	14710	01:45	0
GOLD	01:20	400	6900	01:20	800	6900	01:40	1600	6900	02:00	5000
SILVER	01:30	800	4950	01:30	1600	4950	01:50	3200	4950	02:15	6500
BRONZE	01:40	1200	3000	01:40	2400	3000	02:00	4800	3000	02:30	8000
BOSS BONUS											

VERSE 8

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Pride x1

Use the same strategies you've been using against Pains and Prides. Watch its body to see when it's rearing back for an attack, then counter during Witch Time.

∞ CLIMAX

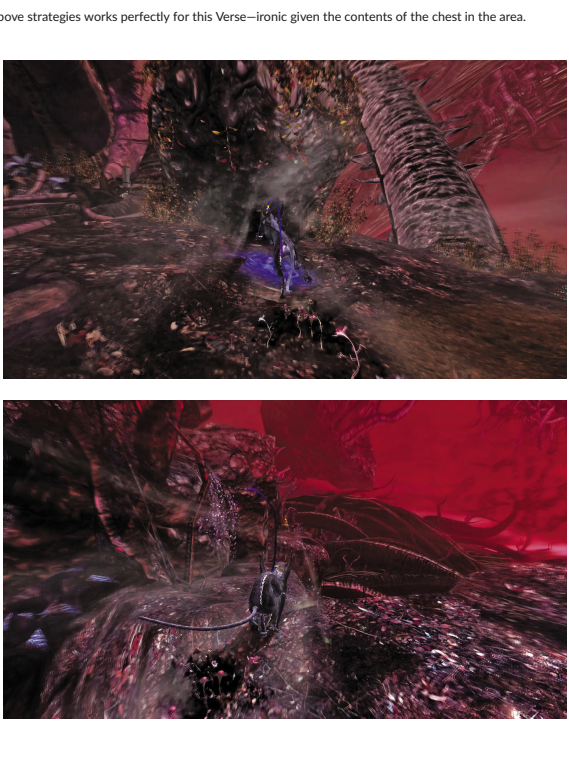
ENEMIES: Malicious x3

Three Malicious can be trouble if you're not careful. Engage them one by one with all of your attack power, dodge their melee strikes, and keep an eye on the ground to make sure they don't pull any funny tricks with subterranean attacks.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

Salamandra with the above strategies works perfectly for this Verse—ironic given the contents of the chest in the area.



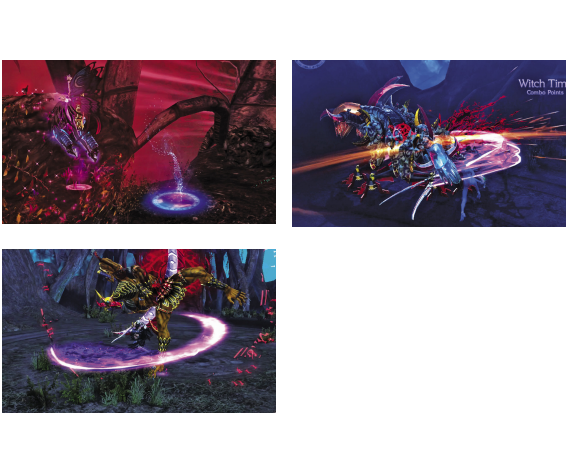
Now that you've clearly proven yourself worthy, grab the LP. Putting all 3 LP pieces together gives you access to the Salamandra, the single best tool on your side for gaining Pure Platinum ranks in the game, the next time you hit up The Gates of Hell.

Backtrack along the vine, but before turning right and back onto the main path, turn left just past the chest where you got the Mega Green Herb Lollipop. This takes you across the vine we originally came in on. Bear right as you exit the vine and you come across a chest containing a **Broken Moon Pearl (12/16)**.

Now turn back, re-cross the vine, then go left, back onto to the original main path. Follow it and you'll see an **Umbran Crow (15/20)** and a Muspelheim close together. Grab the bird and enter that portal!

CH10 V8	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:00	0	17190	01:00	0	17190	01:10	0	17190	01:20	0
GOLD	01:10	400	7960	01:10	800	7960	01:20	1600	7960	01:30	2000
SILVER	01:20	800	5650	01:20	1600	5650	01:30	3200	5650	01:40	4000
BRONZE	01:30	1200	3340	01:30	2400	3340	01:40	4800	3340	01:50	6000
BOSS BONUS											

VERSE 9



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies without taking a single hit.

ENEMIES: Greed x1

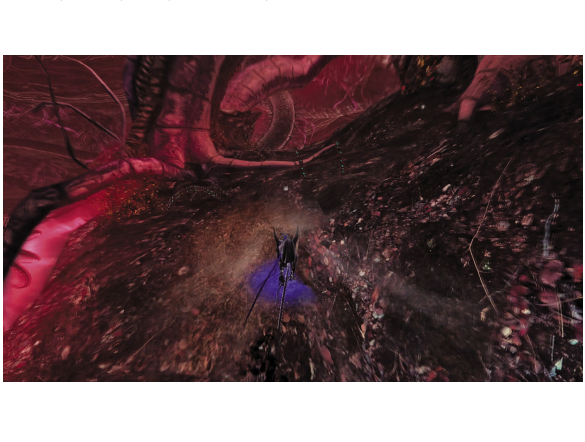
Fighting a Greed gives plenty of Witch Time opportunities, but in this case there's absolutely no room for error. If you want, bring the Moon of Mahaa-Kalaa and Pulley's Butterfly accessories to act as potential barriers. Otherwise, dodge all attacks and counter until the Greed is destroyed.

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies without taking a single hit.

ENEMIES: Sloth x1

Bar none, this is one of the toughest Verses in the game. A Sloth on ∞ Climax is utterly relentless. Bring your Rakshasa swords and prepare to constantly retry this Verse until you know every single one of Sloth's maneuvers inside and out. Again, the Moon of Mahaa-Kalaa and Pulley's Butterfly can help turn the tide in your favor.



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: [1st Climax/2nd Climax/3rd Climax] Salamandra (Arms), [∞ Climax] Rakshasa (Arms)

Aiming for a perfect Damage score is moot, because you're not allowed to get hit in this Verse anyway. With that in mind, follow the above strategies with the suggested weapons.

Proceed along the main path past the Muspelheim. When the ground starts to shift, you know you're on the way to the next battle.

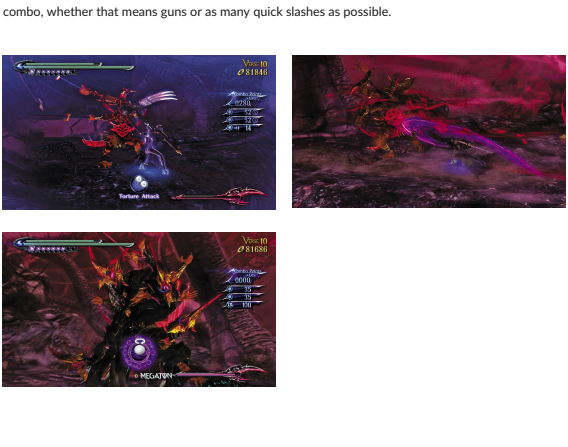
Beating this Verse nabs you a Broken Witch Heart (28/40).

CH10 V9	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	1230	00:35	0	1230	00:35	0	1230	01:00	0
GOLD	00:45	200	850	00:45	200	850	00:45	200	850	01:05	200
SILVER	00:55	400	760	00:55	400	760	00:55	400	760	01:10	400
BRONZE	01:05	600	660	01:05	600	660	01:05	600	660	01:15	600
BOSS BONUS											

VERSE 10

ENEMY SPOTLIGHT: Sloth

Arguably the toughest non-boss enemy in the game, Sloths have six swords and a sixth sense. It's insanely hard to keep a combo going on them, but they have no problem performing one on you. Your best bet is to stay as mobile as they are, and match them combo for combo, whether that means guns or as many quick slashes as possible.



1ST CLIMAX/2ND CLIMAX /3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Rakshasa (Arms, Legs)

ENEMIES: Sloth x1; ∞ Climax: Sloth x2

As stated above, there's no easy way to handle a Sloth (much less two on ∞ Climax). It's telling that there aren't many instances of these enemies in the game. Fighting a Sloth is a battle of wits, where you must constantly take past experiences into account. Sloths can strike from above, then strike again after you've already dodged their downward lunge. They can also perform an array of sword slashes that hit in all directions, or project energy straight toward you. And they do all this while moving in a very unpredictable manner. Stay as mobile as they are and commit their attacks to memory while dealing your best counters. Never let off the pressure, otherwise your combo will break easily.

If all else fails, you can take it down with a Torture Attack, but do that only as a last resort because that pretty much forfeits the ability to score a Pure Platinum.

You see a vine and a passageway as progression options. Ignore the vine for now and go through the passageway, past a certain shimmering apparition that we will also ignore for now. Follow the passageway to Verse 11.

CH10 V10	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:45	0	2240	00:45	0	2240	01:00	0	2240	01:25	0
GOLD	00:55	350	1380	00:55	700	1380	01:10	1400	1380	01:35	2000
SILVER	01:05	700	1160	01:05	1400	1160	01:20	2800	1160	01:45	4000
BRONZE	01:15	1400	940	01:15	2800	940	01:30	5600	940	01:55	6000
BOSS BONUS											

VERSE 11

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Sloth x1, Malicious x2

Unless you're a glutton for punishment, you don't ever want a Malicious angering a Sloth. Destroy the Malicious posthaste, then refer to the previous couple of Verses for Sloth suggestions.

∞ CLIMAX

ENEMIES: Pain x1, Pride x1

Wouldn't you know it? This difficulty has the much easier enemy placement! Watch Pain and Pride's movements and remain mobile and faster than them. Run rings around them and dodge their attacks whenever possible.

GO FOR PURE PLATINUM!

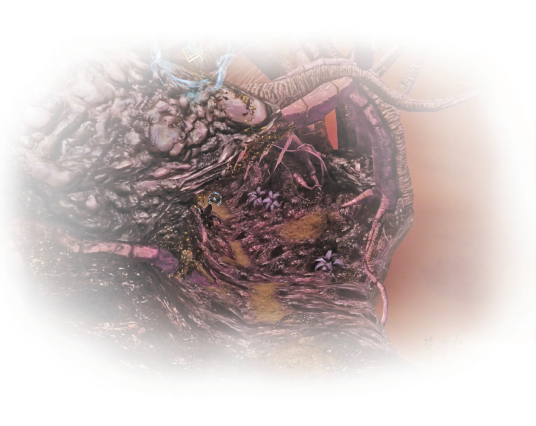
SUGGESTED WEAPONS: Salamandra (Arms)

Because there's no Sloth on ∞ Climax, the Salamandra actually has a chance of landing its hits if you follow the above strategies.

Beating this Verse nabs you a Broken Witch Heart (29/40).

Once you're done here, go back and solve the **Umbran Witch Resting Place** you passed by to gain a **Broken Witch Heart (30/40)**.

Umbran Resting Place (40 Seconds)



The reason you passed this up originally is that the pieces run a trail backward along the vines you took to get here...and you need to go back across all of those vines to get to the next Verse. Backtrack all the way to where you originally fought Phantasmaraneae, picking up Resting Place pieces along the way!

CH10 V11	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:00	0	8750	02:00	0	8750	02:10	0	8750	02:20	0
GOLD	02:20	900	4340	02:20	1800	4340	02:30	3600	4340	02:40	4000
SILVER	02:40	1300	3240	02:40	2600	3240	02:50	5200	3240	03:00	5500
BRONZE	03:00	1700	2140	03:00	3400	2140	03:10	6800	2140	03:20	7000
BOSS BONUS											

VERSE 12

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Pain x2, Malicious x1

Generally you should go for the Malicious first, then the Pain, but no one's stopping you if you want to take advantage of an angered Pain for extra points. If you do, note that the Pain will now be quite mobile and harder to predict. Otherwise, destroy the Malicious before they get a chance to cause any trouble, then dodge the Pains' move patterns.

∞ CLIMAX

ENEMIES: Greed x4

You're up against a whopping four Greeds! On the plus side, this means tons of attacks to dodge. Consider staying on the fringes of the crowd so you have fewer attacks to deal with, picking your shots until you have enough magic power for Umbran Climax. Then unleash your full fury until you have to recharge!

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

The Salamandra works well for slicing these enemies up efficiently. If you can find some spare space, hold K during Witch Time or Umbran Climax to down a Pain or a Greed for precious moments.

There's only one Verse left now, so run back to and activate the final vine. Don't forget the **Mega Purple Magic Lollipop** in the chest beside it first!

CH10 V12	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:10	0	113750	02:10	0	113750	02:20	0	113750	02:30	0
GOLD	02:30	1200	47600	02:30	2400	47600	02:40	3600	47600	02:50	5000
SILVER	02:50	1800	31060	02:50	3600	31060	02:50	5200	31060	03:10	6500
BRONZE	03:10	2400	14520	03:10	4800	14520	03:00	6800	14520	03:30	8000
BOSS BONUS											

VERSE 13

Verse 13
13919875
Combo Points
0000
20
14
20
Umbran Climax

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Any!

ENEMIES: Hatred x3, Hideous (Twin Blades) x7, Hideous (Scythe) x3, Hideous (Gun) x1, Greed x3, Pain x2; ∞ Climax: Hatred x3, Hideous (Twin Blades) x7, Hideous (Scythe) x3, Hideous (Gun) x1, Greed x3, Pride x2

This Verse is *almost* a freebie. While it's utterly awesome to have Rodin alongside you kicking demon butt, it has the ironically unfortunate side effect of demons dying in mere seconds before his might, thus hurting your chances for a sufficient Combo score.

Attack absolutely everything that moves, tag incoming enemies with your gun, and keep your combo going. It doesn't take a whole lot of points to get the Platinum medal here, but you can't just lie back and let Rodin do all the work, either. Be aggressive!

POST-CHAPTER SPOILS 3 Verse Cards (Resentment, Phantasmaraneae, Sloth)

CH10 V13	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:50	0	3750	01:50	0	3750	02:00	0	3750	02:10	0
GOLD	02:10	400	2100	02:10	800	2100	02:20	1600	2100	02:30	3200
SILVER	02:30	600	1690	02:30	1200	1690	02:40	2400	1690	02:50	4800
BRONZE	02:50	800	1280	02:50	1600	1280	03:00	3200	1280	03:10	6400
BOSS BONUS											

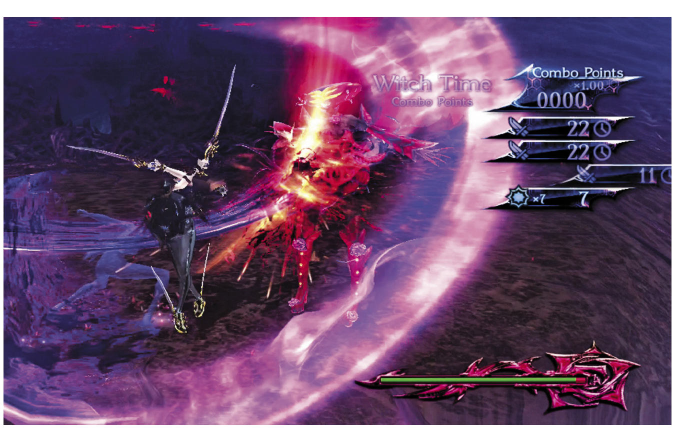
Chapter V: Know Your Journey - Walkthrough

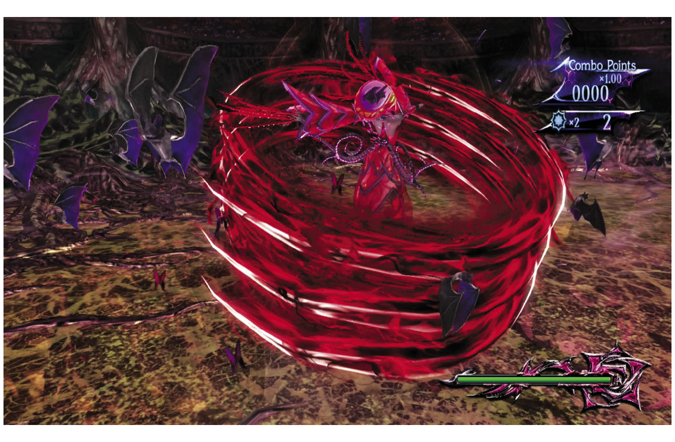
Chapter XI: Inferno and Its Ruler

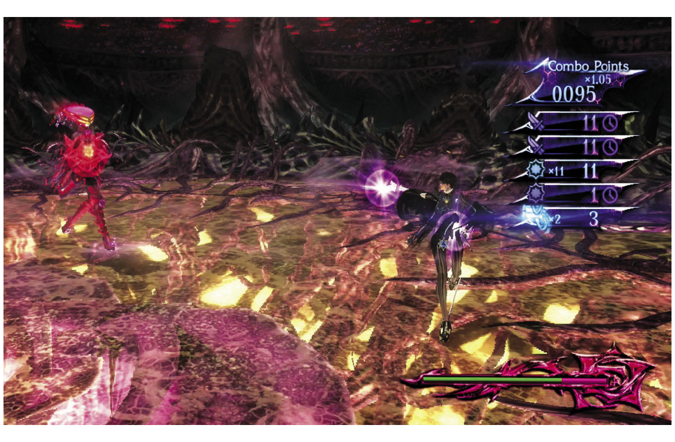
You've finally made it to the one who's holding Jeanne hostage, but she's not going to let her go without a fight. Fortunately, that's something you're *very* good at.

VERSE 1

BOSS: ALRAUNE







1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Rakshasa (Arms)

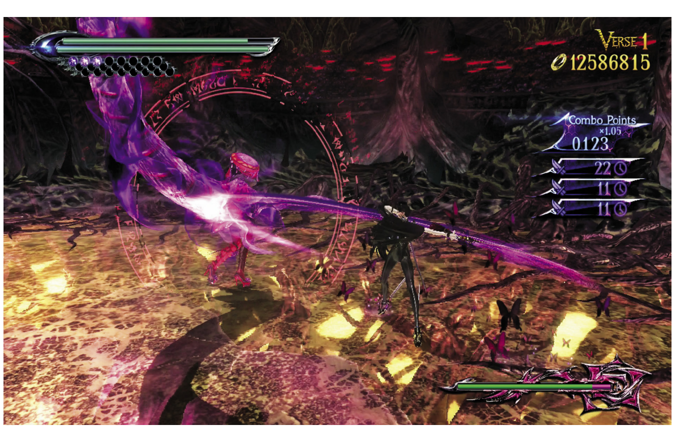
ENEMIES: Alraune (2 Phases / 2 Forms)

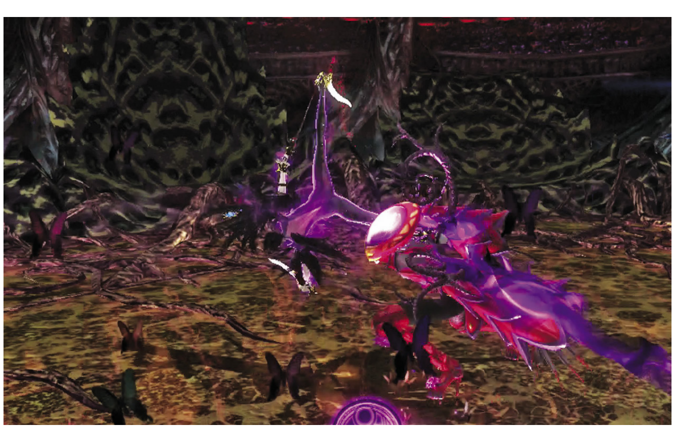
PHASE 1

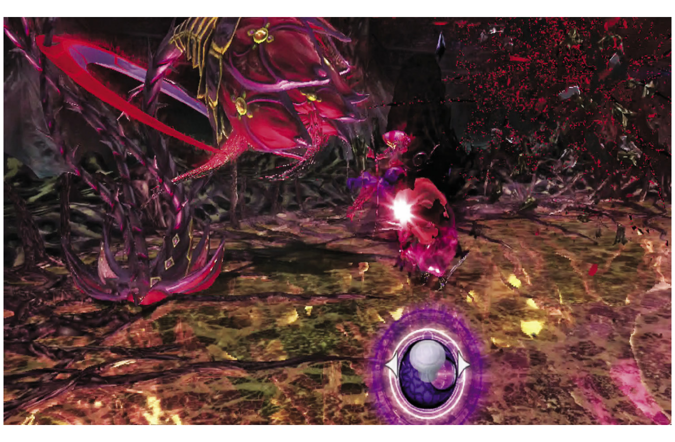
The first form of Alraune has some highly telegraphed attacks, but she throws them out in a very unpredictable manner. Her primary methods of attack are to claw at you with spinning attacks or try to divebomb you from above. Dodge these.

Once you've dodged into Witch Time, go on the offensive! You can handle the first form of Alraune much like you did the Masked Lumen. Retaliate with no more than four P slashes, then dodge away and fire your gun to keep your combo going. Alraune will usually attempt one of her two primary attacks. Meanwhile, save your accumulated magic through this fight—you'll need it later.

Alraune also sometimes tries to whip you from a distance, so stay in close and bait her into one of the previous two attacks.



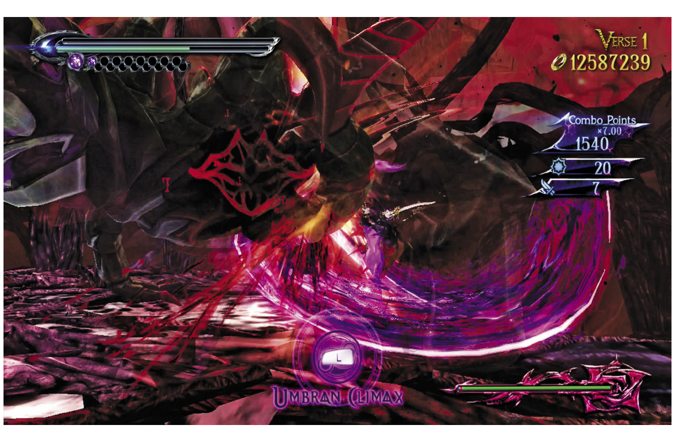


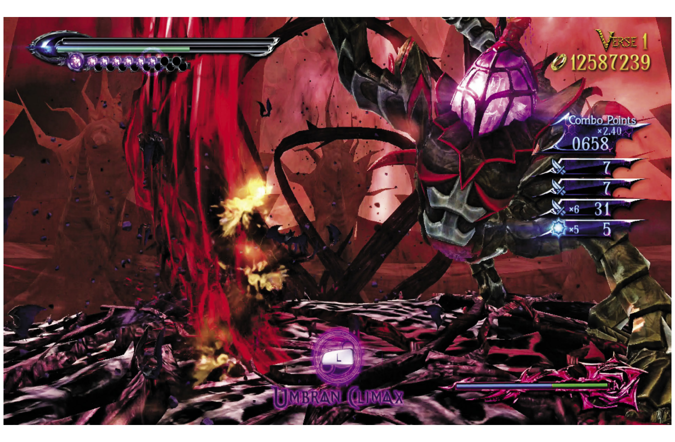


However, she has two more attacks that you really have to watch out for! The first is when she lays roots into the ground. When she does that, be ready to destroy the flowers that sprout to help her out. If they're allowed to blossom, they'll spit immobilizing goo at Bayonetta, leaving her open to attack.

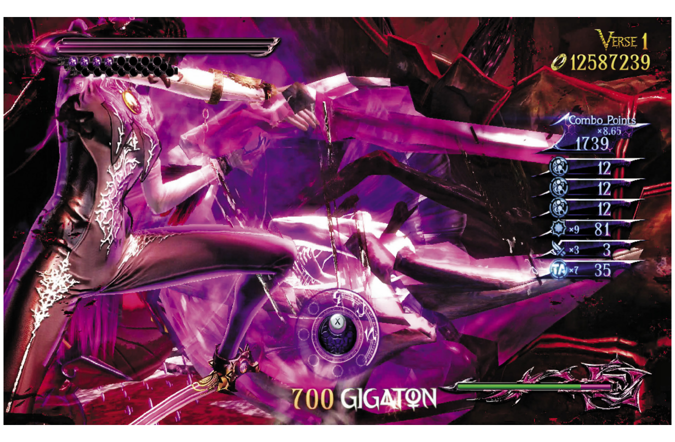
The other attack is her desperation maneuver, where she lunges straight at you. If she gets a hold of you, she'll try to extract Bayonetta's soul, and with it, up to all of her vitality! If you get caught in it, you'll have to wiggle the Left Analog Stick in a Quick Time Event to escape.

Keep following the Rakshasa maneuver until her vitality is depleted, and Alraune will change into her final form!





12587239
Combo Points
1739

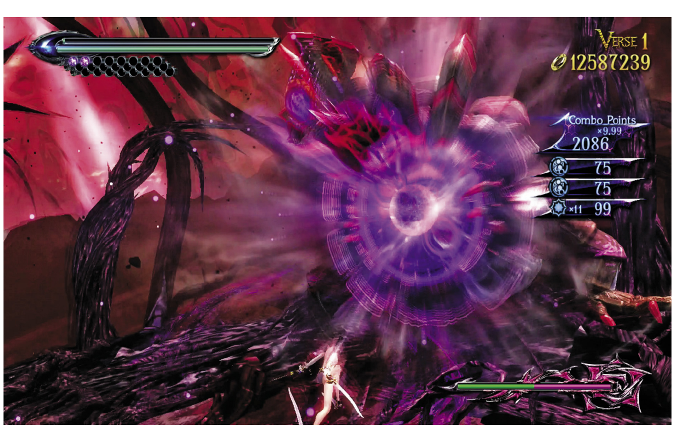


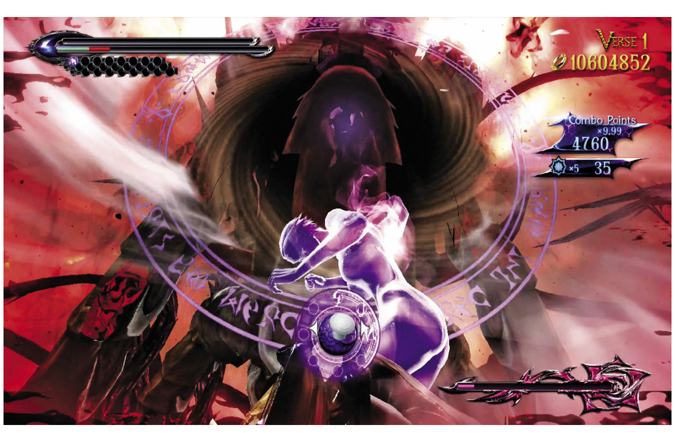
PHASE 2

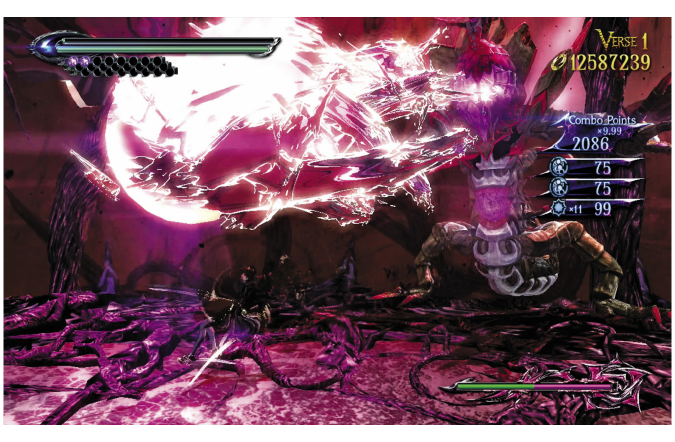
The second form of Alraune can be fought more traditionally. Go ahead and let loose on Alraune with everything you've got, and use your Umbran Climaxes liberally! However, be mindful of her attacks as you fight.

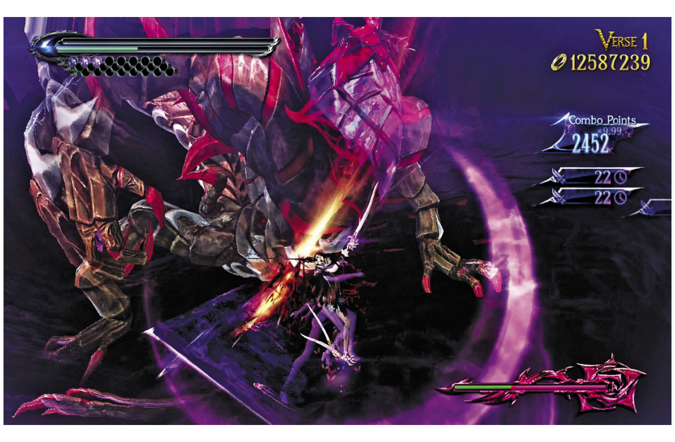
Just as with her first form, Alraune will claw at you and try to whip you. However now she will also perform full-body tail swipes and full-on body charges. These are all quite dodgeable and telegraphed, but they occur quickly, so keep a sharp eye out.

Do enough damage to Alraune and she'll get dizzy, leaving her open for an automatic button-pushing Quick Time Event that does even more damage and sends her recoiling. Follow up!









Get her low on vitality and Alraune starts using her desperation attack, which is twofold. The first is that she'll attempt to vacuum you into her core. The vacuum is very powerful and the only way to escape it unscathed is with Panther Within.

If you manage to escape the vacuum, then she'll turn the controls on reverse and spit a massive fireball at you! This can be dodged.

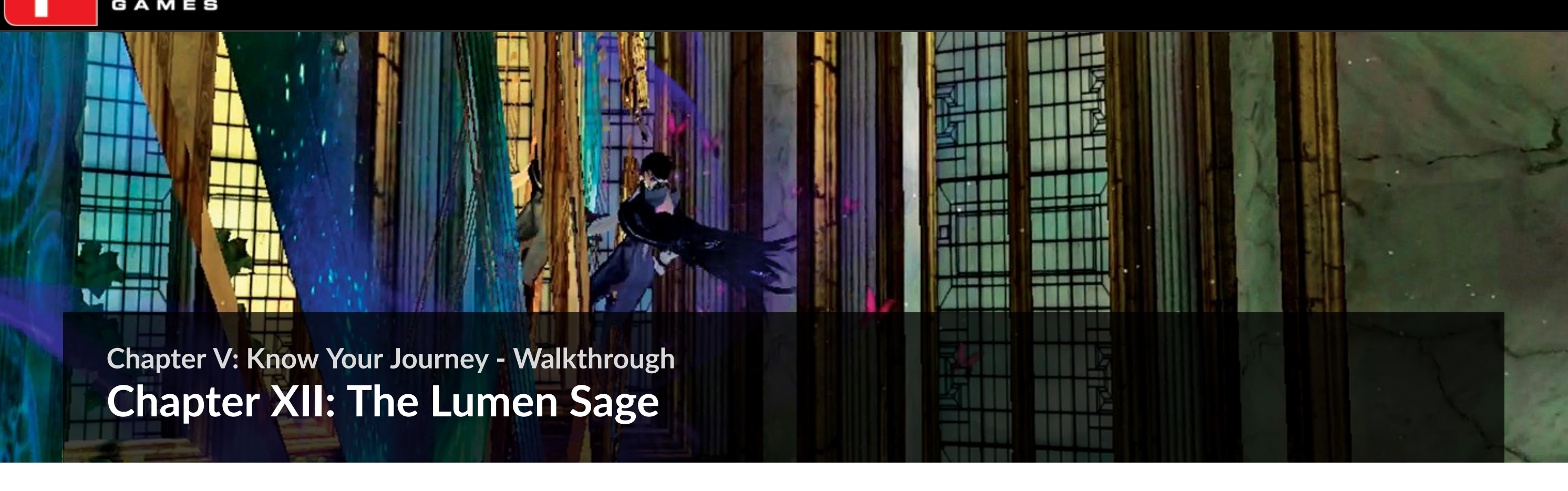
However, if you are caught in the vacuum, you face a very difficult Left Analog Stick–waggling Quick Time Event! Fail this one, and it's instant Game Over!

The key to beating Alraune's second form is to stay aggressive and dodge everything she throws at you. This is an excellent fight to utilize—or practice—Dodge Offset.

Once you deplete Alraune's vitality, you're done—no climactic Quick Time Event or anything. You're home free! Enjoy your new weapon: the Alruna, another invaluable tool in grabbing those coveted Pure Platinum medals.

POST-CHAPTER SPOILSWeapon: Alruna • 2 Verse Cards (Alraune, Alraune)

CH11 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	04:40	0	72750	04:40	0	72750	05:10	0	72750	05:40	0
GOLD	05:10	2500	30900	05:10	5000	30900	05:40	8000	30900	06:10	1000
SILVER	05:40	3500	20440	05:40	7000	20440	06:10	10000	20440	06:40	1200
BRONZE	06:10	4500	9980	06:10	9000	9980	06:40	12000	9980	07:10	1400
BOSS BONUS	20000			20000			20000			20000	

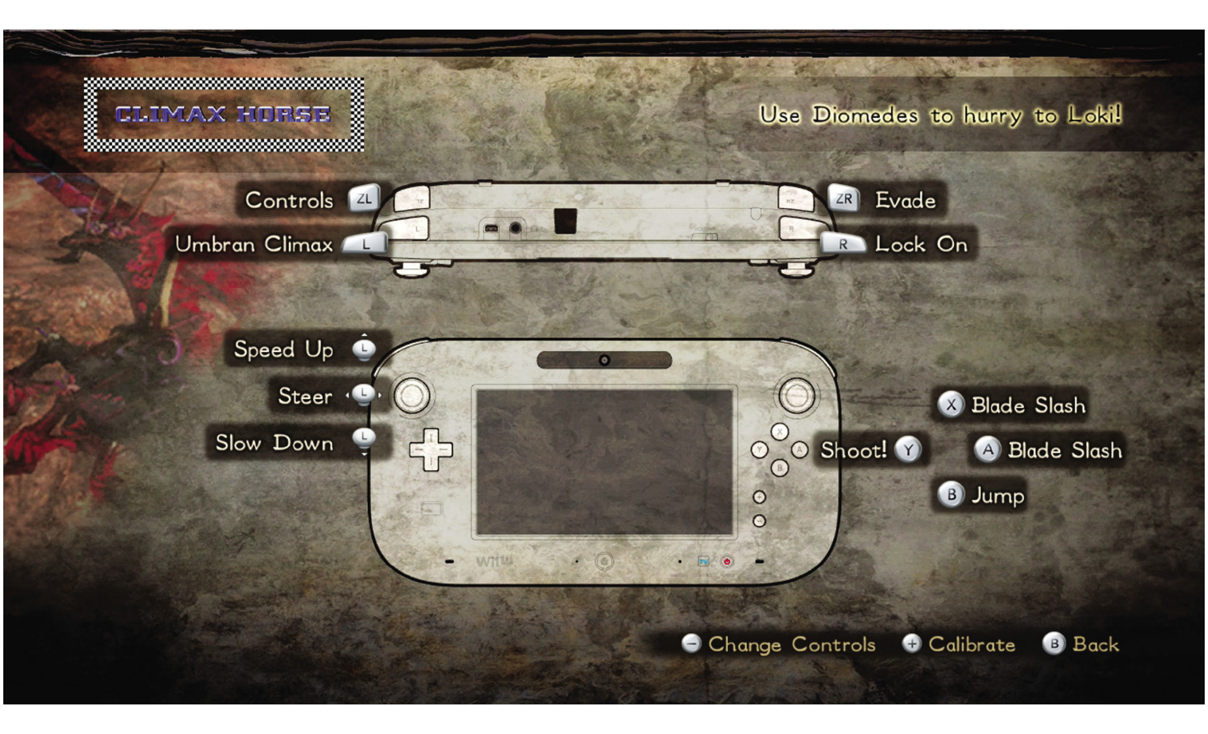


Chapter XII: The Lumen Sage

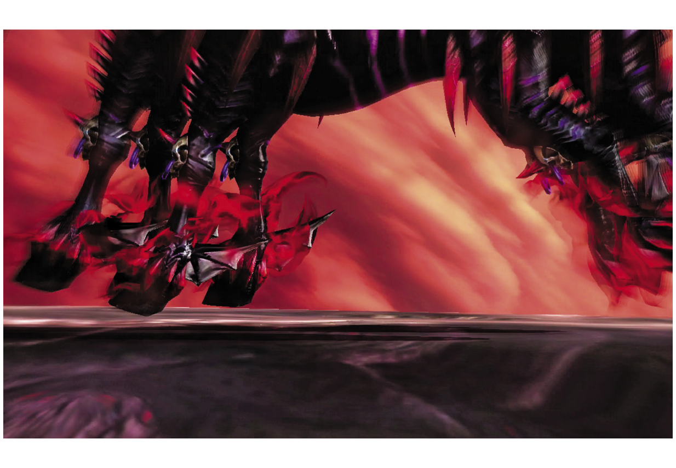
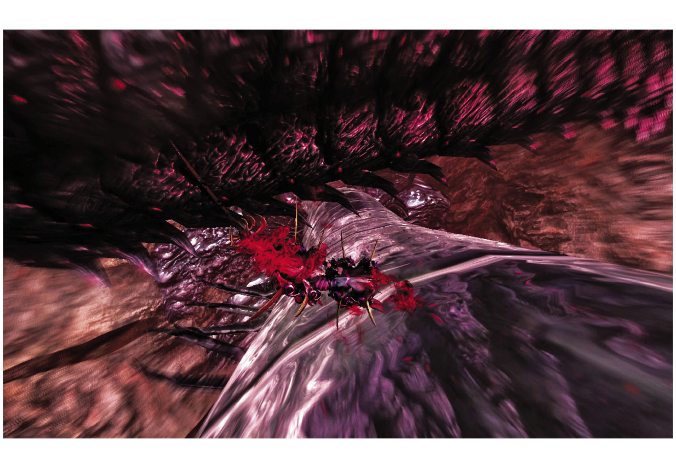
VERSE 1

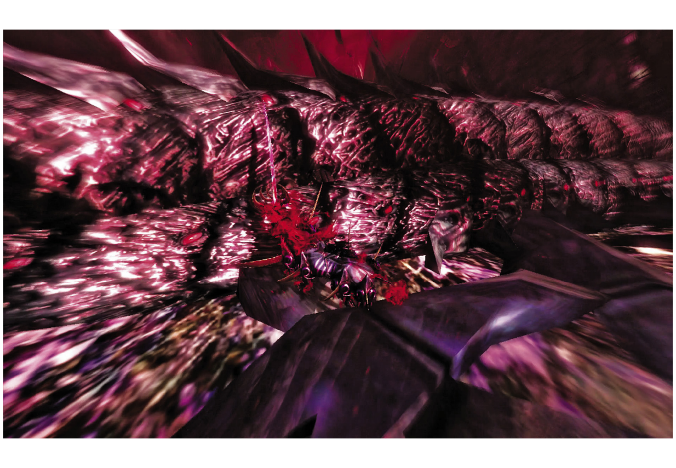
In this scene, Bayonetta rides Diomedes, the demonic steed, through a crumbling Inferno, as she races to rescue a Loki in peril! The entire ride counts as a single Verse, and fortunately, it's pretty easy to Pure Platinum as long as you follow a few simple rules.

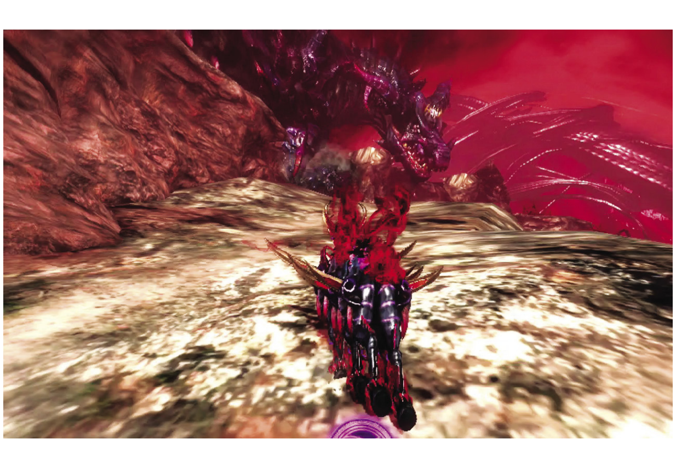
Climax Horse Engaged



Did you playExcite Truck or Excitebots: Trick Racing?If so, press the ZL button, then the - button, to change to tilt controls. Enjoy the ride as you take the reins of a big darned horse!

Use Diomedes to hurry to Loki!
VERSE 1
12773561
Combo Points
0000
100




1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: N/A

ENEMIES: Greed x3, Pain x4

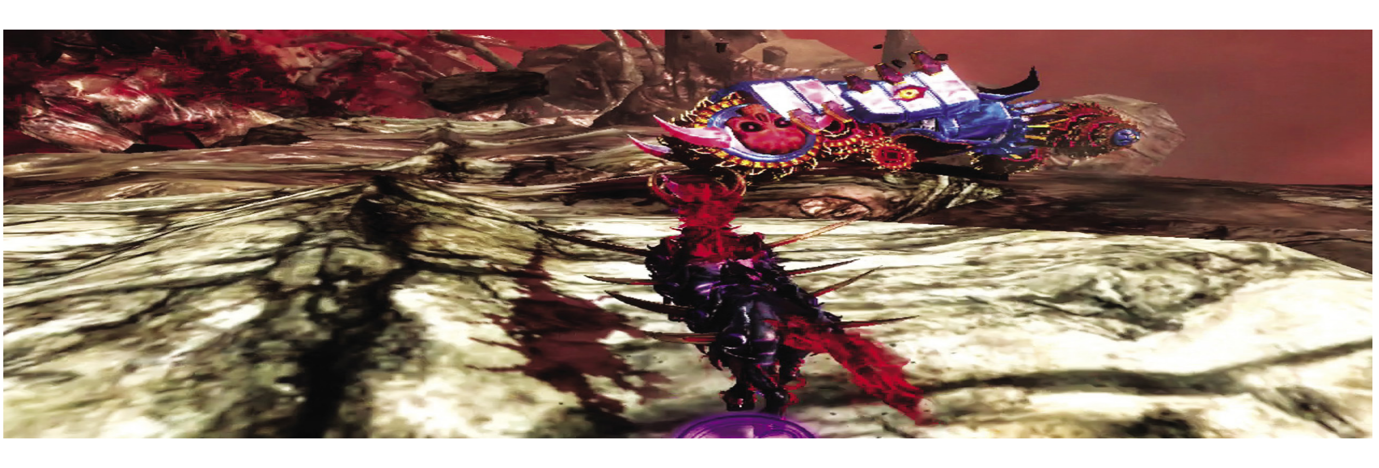
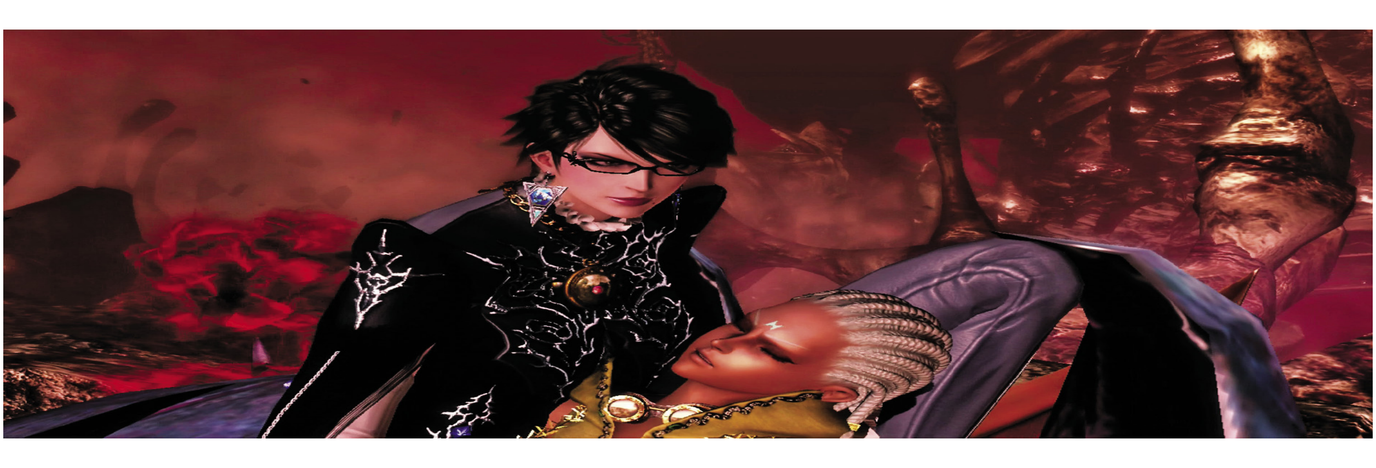
The first rule, naturally, is to not get hit.

The second rule is to go at top speed the whole way through. Accomplish this by holding the Left Analog Stick upward.

That takes care of Time and Damage, but what about Combo? That's where a certain special feature of this stage comes in: Diomedes automatically accumulates magic power as he gallops, meaning you're always charging up for a potential Umbran Climax. When you press the Attack buttons, Umbran Climax causes Diomedes to fire long-travelling waves in place of his usual short-range Blade Slash. In short, this racing game just became a shoot-'em-up. Destroy them all!

When the Verse starts, ride away at top speed! You can dodge through ground obstacles much more easily than trying to jump over them.

When enemies show up, activate Umbran Climax and press the Attack buttons to vanquish them! You'll always run out of enemies before you run out of magic power.

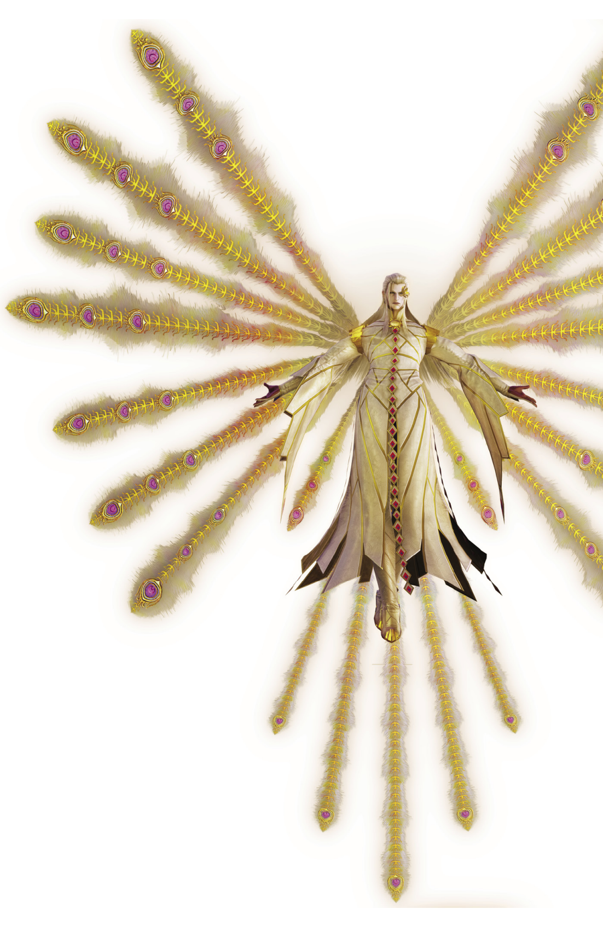
Keep on going. Gomorrah shows up here (remember sending him to Inferno back in the Prologue?) to block your way. Dodge past his tail, then his limbs, and keep moving!

After jumping some platforms, and navigating some harmless shifting terrain, you face more enemies. Use the same Umbran Climax attacks on them as well, and be sure to defeat them all!

A gauntlet of dodgeable debris blocks your way, and then it's you versus one final set of enemies. Get rid of them and the pony ride ends. It's time for a different sort of climax now: the story kind.

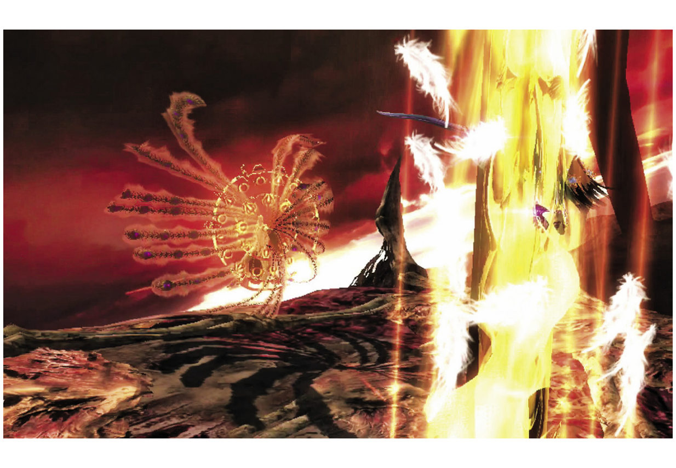
CH12 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:25	0	450	02:25	0	450	02:25	0	450	02:25	0
GOLD	02:35	300	390	02:35	600	390	02:35	1200	390	02:35	3000
SILVER	02:45	600	380	02:45	1200	380	02:45	2400	380	02:45	4500
BRONZE	02:55	900	360	02:55	1800	360	02:55	3600	360	02:55	6000
BOSS BONUS											

VERSE 2



BOSS: Balder

The Masked Lumen is Balder! Balder is the Masked Lumen! More importantly, Balder *fights* like the Masked Lumen, so the strategies from your last two clashes carry over. However, he's no longer holding back. Prepare to face the full might of a Lumen Sage!



VERSE 2
12774727
Witch Time
Combo Points
0000
3

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/ ∞ CLIMAX (GO FOR PURE PLATINUM!)

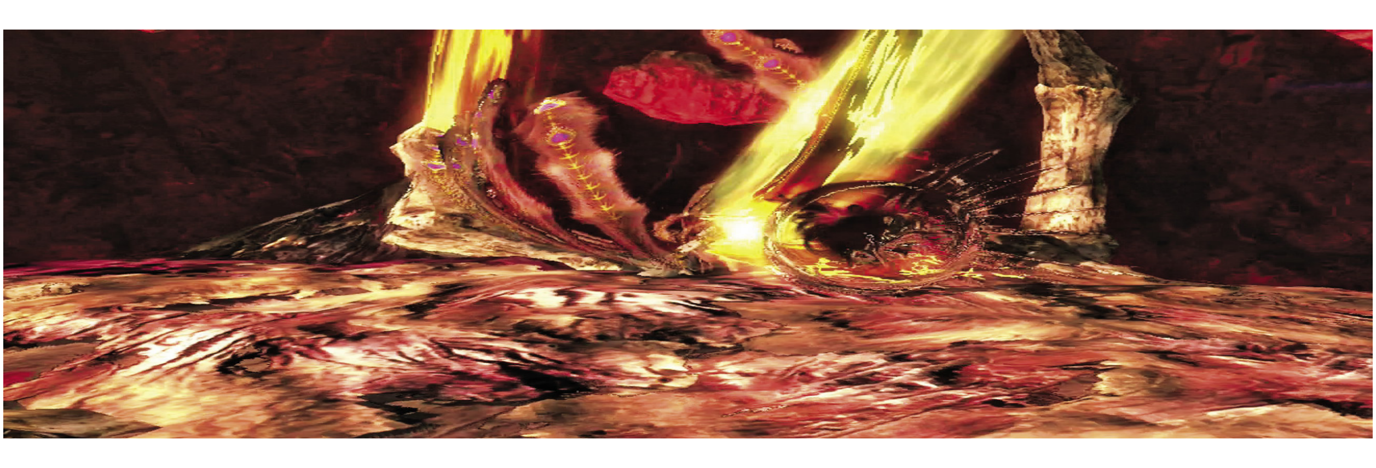
SUGGESTED PURE PLATINUM WEAPONS: Rakshasa (Arms)

ENEMIES: Balder (2 Phases)

PHASE 1

Balder has an absolutely staggering number of attacks. He can attack with a large golden blade from the front, above, or below, or send up a column of electricity from the ground instead. Sometimes he'll send forth a large array of fireballs, or just let loose with one big one. If that weren't enough, he can fire a beam that sends you into slow motion if it hits, leaving you open to attack.

All of these attacks are completely dodgeable into Witch Time—they just come fast and furiously, one after the other. If you make it into Witch Time, you know what to do by now: No more than four sword slashes with P, dodge away, and shoot your gun while waiting for the next attack to dodge.

VERSE 2
12775001
Combo Points
0079
12
12


PHASE 2

Didn't think Balder had enough attacks before? Let's see about now. In the second phase of the fight, Balder gains the ability to send out twin lasers from the side to sandwich you, or bring a large laser down onto you from above. A large blue energy ball joins his repertoire, as well as an aerial kick. Finally he brings out his trump card: The ability to send out a veritable wall of angel feathers directly at you. Stay calm, and maintain your strategy.

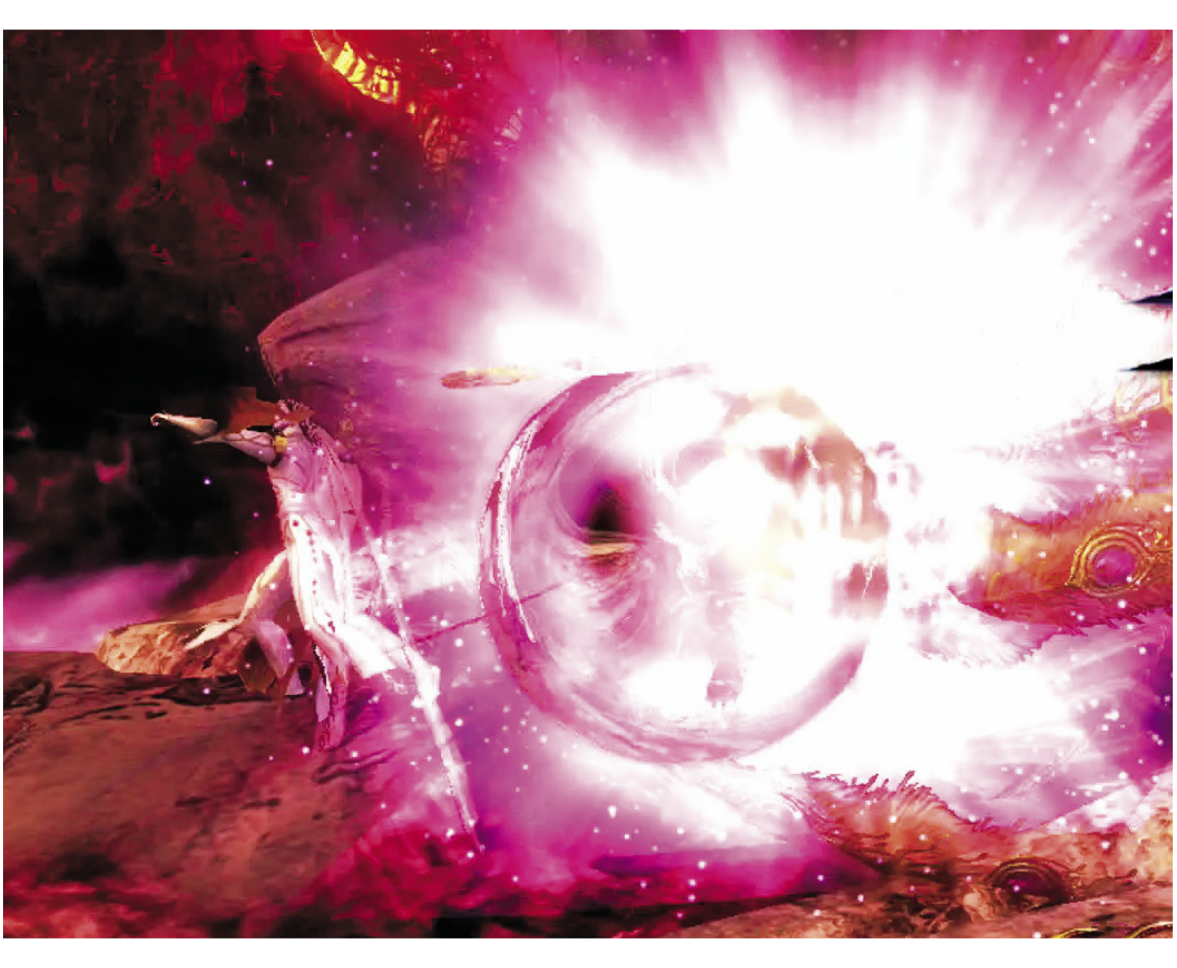
Deplete Balder's vitality, and that's the end of everything. As with Alraune, there's no Quick Time Event.

Tip

Sometimes throughout the fight Balder will rest on his laurels and taunt Bayonetta. Feel free to assault him, but be on your guard for surprise counterattacks.

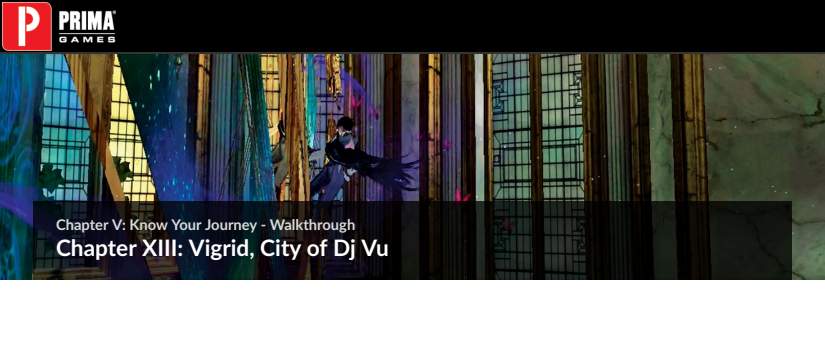
Playing with Accessories

If you're playing on ∞ Climax especially, equip the Moon of Mahaa-Kalaa to help counter Balder's incessant attacks, because they can all be parried. Meanwhile, if you're not too concerned with getting Pure Platinum for the fight, you can equip the Evil Harvest Rosary, which is a lot more damaging to Balder than you might think because there are so many dodge opportunities in this battle. However, the explosions won't do much for your combo, and you'll have reduced overall chances to hit him with Rakshasa.



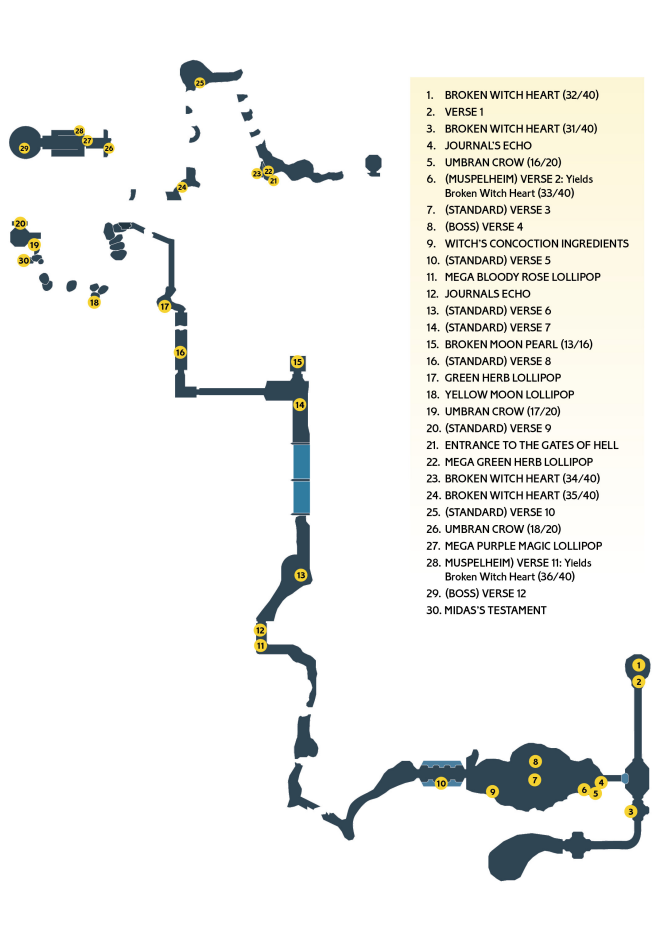
POST-CHAPTER SPOILS 1 Verse Card (Balder)

CH12 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ CL	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMA
PLATINUM	03:40	0	8750	03:40	0	8750	04:10	0	8750	04:40	0
GOLD	04:10	2500	4340	04:10	5000	4340	04:40	7000	4340	05:10	9000
SILVER	04:40	3500	3240	04:40	7000	3240	05:10	10000	3240	05:40	12000
BRONZE	05:10	4500	2140	05:10	9000	2140	05:40	13000	2140	06:10	15000
BOSS BONUS	30000			30000			30000			30000	



Chapter V: Know Your Journey - Walkthrough

Chapter XIII: Vigrid, City of Dj Vu



1. BROKEN WITCH HEART (32/40)
2. VERSE 1
3. BROKEN WITCH HEART (31/40)
4. JOURNAL'S ECHO
5. UMBRAN CROW (16/20)
6. (MUSPELHEIM) VERSE 2: Yields Broken Witch Heart (33/40)
7. (STANDARD) VERSE 3
8. (BOSS) VERSE 4
9. WITCH'S CONCOCTION INGREDIENTS
10. (STANDARD) VERSE 5
11. MEGA BLOODY ROSE LOLLIPOP
12. JOURNALS ECHO
13. (STANDARD) VERSE 6
14. (STANDARD) VERSE 7
15. BROKEN MOON PEARL (13/16)
16. (STANDARD) VERSE 8
17. GREEN HERB LOLLIPOP
18. YELLOW MOON LOLLIPOP
19. UMBRAN CROW (17/20)
20. (STANDARD) VERSE 9
21. ENTRANCE TO THE GATES OF HELL
22. MEGA GREEN HERB LOLLIPOP
23. BROKEN WITCH HEART (34/40)
24. BROKEN WITCH HEART (35/40)
25. (STANDARD) VERSE 10
26. UMBRAN CROW (18/20)
27. MEGA PURPLE MAGIC LOLLIPOP
28. MUSPELHEIM) VERSE 11: Yields Broken Witch Heart (36/40)
29. (BOSS) VERSE 12
30. MIDAS'S TESTAMENT

Déjà vu, indeed! This entire stage will be a staggering mental timewarp to veterans of the original *Bayonetta*. For those who fit this criteria, welcome back to Vigrid! It's a lot more intense than the last time you were here.

Go straight ahead, through the doors, down the long hallway, then open the next set of doors to reveal a very familiar room for longtime series fans! Those fans will know to look up to the balcony to the left for a **Broken Witch Heart (31/40)**. There's also an entrance to The Gates of Hell here.

Ignore the opening to the outside for the moment and keep going straight, through the long hallway. At the end is a chest containing another Broken Witch Heart (32/40). Once you grab that, a Verse is triggered!

VERSE 1

ENEMY SPOTLIGHT: Affinity

Affinities were the lowest-level angels in the first *Bayonetta*, and they wield one of three weapons: horns, staves, or maces. The difference is pretty much just a matter of attack range. Being the lowest-level angels, they're dispatched pretty easily.

ENEMY SPOTLIGHT: Applaud

One step up from Affinities are Applauds, who wield either staves or bows. Again, one is short range, the other long range. They're also pretty easy to kill—and they're also bigger targets than Affinities. Whoops.

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Affinity (Staff) x2, Affinity (Mace) x1, Applaud (Staff) x2

Low-level angels with close-range weapons storm the room, but they're easily put in their place. Dodge the swings of staffs and maces, and watch out for the Applaud's forward-flying attacks. Other than that, it's pretty basic stuff.

∞ CLIMAX

ENEMIES: Grace x1, Glory x1

This Verse starts out with a bang as Grace & Glory enter the stage! These beasties are covered in more detail when we get to Verse 10, but for now, watch their erratic movements, dodging absolutely every time you think they're going to make a move. A whiffed dodge is better than no dodge at all and eating a combo from these guys.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms, Legs)

Salamandra works well against all of these angels, and few things are more satisfying than watching a chainsaw slice Grace & Glory in two.

Go back the way you came and go outside now to score the **Shadows on Vigrid** Journal's Echo. Farther ahead sitting on a stone structure is an **Umbran Crow (16/20)**, and to your left is a Muspelheim, ready and waiting.

CH13 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:55	0	10500	00:55	0	10500	00:55	0	10500	00:55	0
GOLD	01:05	200	5100	01:05	400	5100	01:05	800	5100	01:05	4000
SILVER	01:15	400	3750	01:15	800	3750	01:15	1600	3750	01:15	5000
BRONZE	01:25	800	2400	01:25	1600	2400	01:25	3200	2400	01:25	6000
BOSS BONUS											

VERSE 2

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies within the time given.

ENEMIES: Applaud (Staff) x1

A lone Applaud makes a solitary stand against Bayonetta, making this the easiest and *most adorable* Verse in the game. And now that you've beheld this Applaud's adorableness, *kill it like the rest*.

There is, however, a trick to getting Pure Platinum on this Verse. Simply destroying the Affinity outright won't give you enough points. Taunt it or wear the Gaze of Despair to anger it, giving you the points you need as long as you kill it in a single combo.

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies within the time given.

ENEMIES: Fairness x1

Fairness is adorable, too, but for all the wrong reasons. It's almost as erratically mobile as Grace & Glory. Look out for its electric fields, bite attacks, and fast swipes! Dodge and counter to come out ahead.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The Salamandra will make short work of these enemies with the provided strategies.

Just past the Muspelheim is the grand courtyard. The action doesn't stop from here on in, so get ready. After a cutscene, you'll have some help for the rest of the stage.

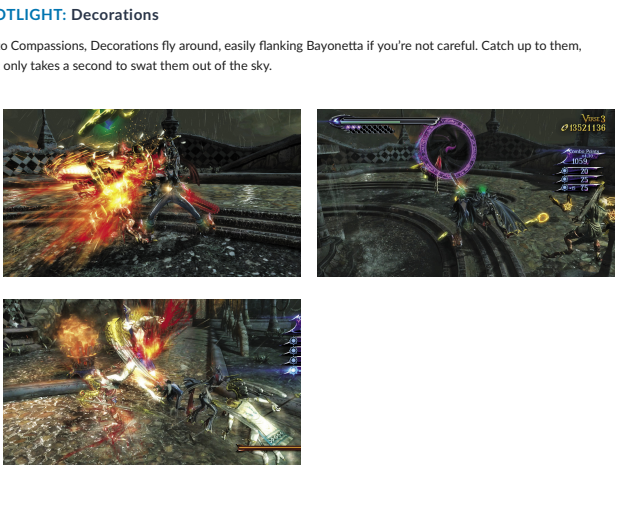
Beating this Verse nabs you a Broken Witch Heart (33/40)

CH13 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:17	0	680	00:17	0	680	00:17	0	680	00:17	0
GOLD	00:18	200	540	00:18	200	540	00:18	200	540	00:18	200
SILVER	00:19	400	510	00:19	400	510	00:19	400	510	00:19	400
BRONZE	00:20	600	470	00:20	600	470	00:20	600	470	00:20	600
BOSS BONUS											

VERSE 3

ENEMY SPOTLIGHT: Decorations

The precursor to Compassions, Decorations fly around, easily flanking Bayonetta if you're not careful. Catch up to them, however, and it only takes a second to swat them out of the sky.



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/ ∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms, Legs)

ENEMIES: Affinity (Staff) x3, Applaud (Staff) x1, Affinity (Horn) x1, Affinity (Mace) x1, Decorations x9

You'll have the help of Rosa—Bayonetta's mother—for the rest of the Chapter. How awesome is that? Much like when you co-oped with Rodin, however, your newfound help hits like a truck, so don't let her have all the fun! If she dispatches all the enemies, you won't get the points you need for Platinum medals.

VERSE 4

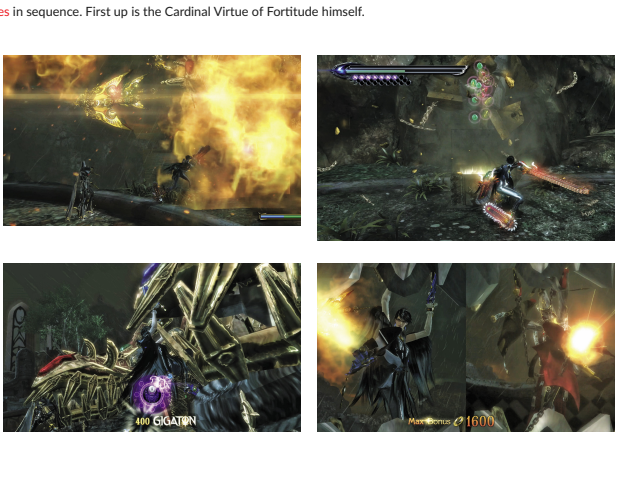
BOSS: Fortitudo

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Kafka (Arms), Salamandra (Arms and/or Legs)

ENEMIES: Fortitudo

Welcome to your usual character action game boss rush, but with a twist! Using *Bayonetta 2* powers, you'll be taking on original *Bayonetta* bosses in sequence. First up is the Cardinal Virtue of Fortitude himself.



You can actually treat Fortitudo like Glamor. He'll rush in at you to bite you with his twin dragon heads, or hurl fireballs and lava at you from a distance. When he's not in close, fire at him with your guns or the Kafka. When he's in close, dodge, then melee him like crazy.

Beat him, and you get a impressive button-pushing Quick Time Event.

Once you're done cleaning up, head down the path and look to your left for a chest containing **Witch Concoction Ingredients**.

Go forward and inside the small room ahead for a quickie Verse in a tight space.

CH13 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:05	0	12710	01:05	0	12710	01:05	0	12710	01:05	0
GOLD	01:15	150	6060	01:15	300	6060	01:15	600	6060	01:15	2500
SILVER	01:25	300	4400	01:25	600	4400	01:25	1200	4400	01:25	3500
BRONZE	01:35	600	2740	01:35	1200	2740	01:35	2400	2740	01:35	4500
BOSS BONUS											

CH13 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:50	0	17190	01:50	0	17190	02:00	0	17190	02:10	0
GOLD	02:00	400	7960	02:00	800	7960	02:10	1600	7960	02:20	3000
SILVER	02:10	800	5650	02:10	1600	5650	02:20	3200	5650	02:30	4500
BRONZE	02:20	1200	3340	02:20	2400	3340	02:30	4800	3340	02:40	6000
BOSS BONUS	5000			5000			5000			5000	

VERSE 5

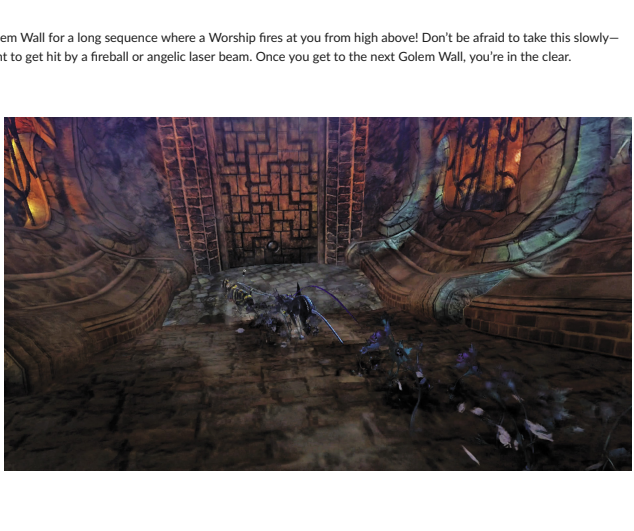
1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/ ∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMIES: Affinity (Staff) x1, Affinity (Mace) x1, Applaud (Staff) x1

Just as in the first game, this Verse is a freebie that should be over in seconds. Slice everyone inside, and mind the cramped quarters when looking for places to dodge!

Break the Golem Wall for a long sequence where a Worship fires at you from high above! Don't be afraid to take this slowly—you don't want to get hit by a fireball or angelic laser beam. Once you get to the next Golem Wall, you're in the clear.



Break this Golem Wall down to reach the Underground Caves. A chest just past this entrance contains a **Mega Bloody Rose Lollipop**, and you encounter a battle you can actually do something about.

CH13 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:18	0	1230	00:18	0	1230	00:18	0	1230	00:18	0
GOLD	00:28	200	850	00:28	400	850	00:28	800	850	00:28	1600
SILVER	00:38	400	760	00:38	800	760	00:38	1600	760	00:38	3200
BRONZE	00:48	600	660	00:48	1200	660	00:48	2400	660	00:48	4800
BOSS BONUS											

VERSE 6

ENEMY SPOTLIGHT: Fearless & Fairness

A Fearless and Fairness together means you have to keep dodging while watching out for tail attacks, projectiles, bites, and claws. Give these two as wide a berth as possible, and engage in hit-and-run tactics while looking for Witch Time opportunities.

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

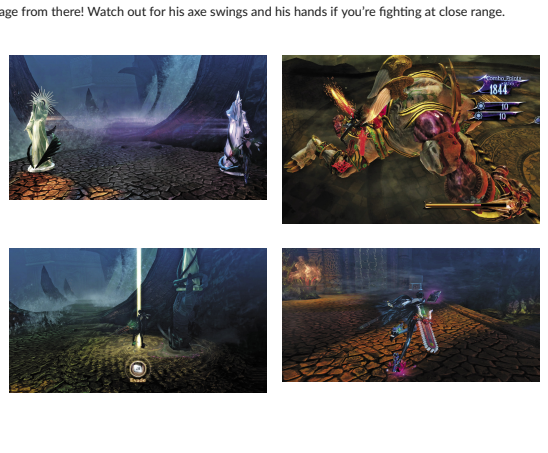
ENEMIES: Affinity (Staff) x2, Applaud (Bow) x1, Fearless x1

Beat the low-level angels and you have to deal with a Fearless. They're almost as erratic as Grace & Glory, but not quite. They do, however, hit a lot harder. Follow the general strategy shown in the Enemy Spotlight!

∞ CLIMAX

ENEMIES: Applaud (Staff) x2, Applaud (Bow) x1, Beloved x1

Once you deal with the small fry, a Beloved smashes into the fray! Jump as high as you can to get to the red weak spot on his back, and deal the most damage from there! Watch out for his axe swings and his hands if you're fighting at close range.



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

Using the above strategies with Salamandra will work just fine. Take advantage of the maneuvering room you have, and flank the enemy!

Go back to the entrance you just came through and grab the Journal's Echo **Where Darkness Falls** before moving on.

You encounter Witch Statues here. Press the Action button once while standing next to them to activate them. Press the Action button again to send down a dodgeable beam of light, then cross the water during Witch Time! The next Verse is just ahead.

CH13 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:58	0	3750	00:58	0	3750	01:20	0	3750	01:30	0
GOLD	01:08	150	2100	01:08	300	2100	01:40	600	2100	01:50	1500
SILVER	01:18	300	1690	01:18	600	1690	02:00	1200	1690	02:10	3000
BRONZE	01:28	600	1280	01:28	1200	1280	02:20	2400	1280	02:30	4500
BOSS BONUS											

VERSE 7

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

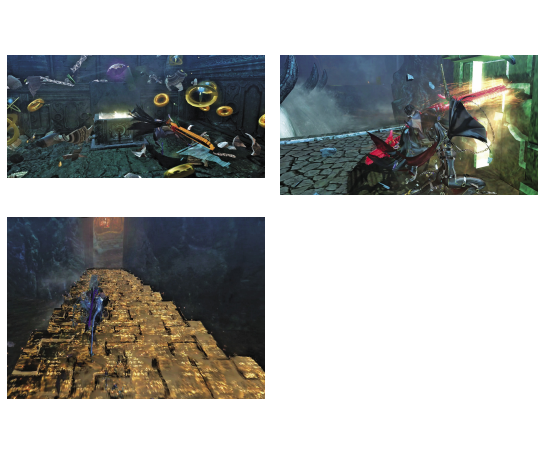
ENEMIES: Fearless x1, Fairness x1

This time you're up against both Fearless and Fairness. Refer to their enemy spotlight in the previous Verse—the strategy remains unchanged.

∞ CLIMAX

ENEMIES: Grace x3, Glory x2

∞ Climax treats you to a Grace & Glory gauntlet! Keep your finger on that Dodge button, and do your best not to get crowded by their movements. Umbran Climax can give you some extra range if you can spare the magic, and Torture Attacks can take off loads of vitality!



GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The above strategies with Salamandra will be enough to secure Pure Platinum here, as long as you dodge like a mad woman. If you're unsure, go ahead and bring in Pulley's Butterfly and/or the Moon of Mahaa-Kalaa.

Once you're done, open up that door to reveal a storeroom full of goodies, including a chest containing a **Broken Moon Pearl (13/16)**! Progress along the path, breaking the next Golem Wall to proceed. You end up in a cave that a certain someone does not want you to escape from.

CH13 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:50	0	2930	00:50	0	2930	01:10	0	2930	02:10	0
GOLD	01:00	150	1710	01:00	300	1710	01:30	600	1710	02:20	3000
SILVER	01:10	300	1410	01:10	600	1410	01:50	1200	1410	02:30	5000
BRONZE	01:20	600	1100	01:20	1200	1100	02:10	2400	1100	02:40	7000
BOSS BONUS											

VERSE 8

ENEMY SPOTLIGHT: Beloved

Beloveds were the heavy hitters of the first *Bayonetta*. They have a big red weak spot at the top of their backs...if you can jump high enough to get to them! Other than that, their moves are slow, but hurtful. Don't make contact with his axe or his grabbing hands!

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMIES: Beloved

In this Verse you won't be fighting Beloved so much as Beloved's *hand*. Go ahead and slice that baby up until he gets other ideas.

After going through the arch, you see a chest to your left containing a helpful **Green Herb Lollipop**. You've also got another set of Witch Statues, which you can use to keep the lava at bay as you cross the crumbling bridge.

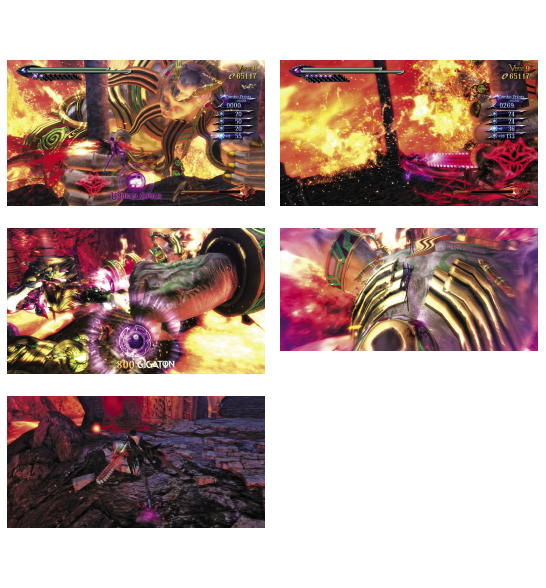
However, if you allow the bridge to break along the way and take the low road, you can reach a chest containing a **Yellow Moon Lollipop**, followed by another chest containing a **Midas's Testament** farther along.

Finally, once you climb back up to the castle, you see an **Umbran Crow (17/20)** on a broken bridge. Getting to this one is tricky. You can't walk to it without it flying away (and possibly triggering a checkpoint close by that renders it gone until you restart the stage). Instead, do a running jump with Panther Within from the rock face just prior to it.

Head forward and...gosh, that Beloved's persistent, isn't he?

CH13 V8	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	390	00:40	0	390	00:40	0	390	00:40	0
GOLD	00:50	300	340	00:50	600	340	00:50	1200	340	00:50	2400
SILVER	01:00	600	320	01:00	1200	320	01:00	2400	320	01:00	3600
BRONZE	01:10	900	310	01:10	1800	310	01:10	3600	310	01:10	4800
BOSS BONUS											

VERSE 9



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMIES: Beloved

Slice the Beloved's hands as he rattles the bridge around, and stay away from the lava when it comes toward you. That's pretty much all there is to this battle.

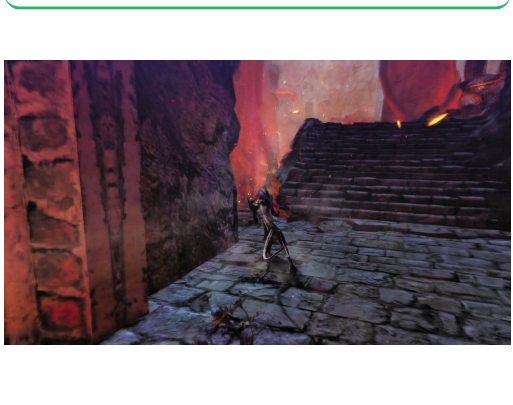
When you deplete his vitality, a climactic Quick Time Event plays, and he'll start to fall into the lava.

However, Witch Time is activated, so you and Rosa can cross the lava as well!

With the Beloved in the drink, you can move on to an entrance to The Gates of Hell.

NINJA CAT'S ANCESTOR, DARK NINJA KITTY

Fun fact: Turn around from The Gates of Hell entrance, then do a running jump with Panther Within, followed by Crow Within to the platform beyond, to find a black ninja cat who cannot be hit, ever. As with the ninja cat in Chapter II, nothing is really influenced by engaging it. It's just perplexing as to how he got out here, what with the lava and all.



Move on past The Gates of Hell, but go to the left of the staircase you see to find a chest containing a **Mega Green Herb Lollipop**. Follow the outcropping two levels down to grab a **Broken Witch Heart (34/40)** from another chest.

Head back onto the beaten path—and we do mean beaten. Some precarious platforms await you, and they break when touched. Jump onto these, then immediately off, until you reach Verse 10.

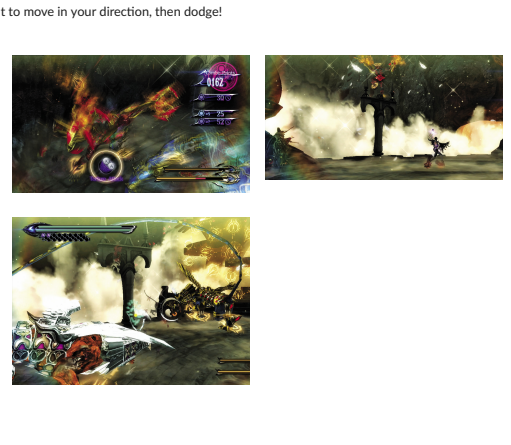
CH13 V9	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:38	0	1230	00:38	0	1230	00:38	0	1230	00:38	0
GOLD	00:48	150	850	00:48	300	850	00:48	600	850	00:48	1500
SILVER	00:58	300	760	00:58	600	760	00:58	1200	760	00:58	3000
BRONZE	01:08	600	660	01:08	1200	660	01:08	2400	660	01:08	4500
BOSS BONUS											

VERSE 10

ENEMY SPOTLIGHT: Grace & Glory

Grace & Glory were known in the first Bayonetta for their ultra-erratic movements and brutal combo attacks. Needless to say, they were loved by players the world over.

To beat these two monsters, you need to be as mobile as them. It's almost like a shell game—watch them move back and forth until you know their claws are about to move in your direction, then dodge!



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Grace x1, Glory x1

This is your first time fighting Grace & Glory if you're playing on the lower difficulties. Feel free to follow the strategy in the Enemy Spotlight. You have a medium-sized battlefield and Rosa on your side to make things easier, but be warned—Grace & Glory here like to use the towers to mount attacks from above!

∞ CLIMAX

ENEMIES: Fearless x1, Fairness x1

You're fighting Fearless & Fairness here. They won't try to mount offensives from the towers, but that makes them no less dangerous. Use standard wide-berth and hit-and-run tactics to put them in their place.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The provided strategies with Salamandra will be enough to secure Pure Platinum here. Use your guns when necessary if Grace & Glory try their high-rise antics.

Quickly climb up these collapsing statues, keeping your bearing straight ahead! Do a running Panther Within jump to reach a chest containing a **Broken Witch Heart (35/40)**.

Use the other statues as footholds until you reach safety on the other side. Move forward for one more Golem Wall.

Just after breaking through the Golem Wall, look left to see an **Umbran Crow (18/20)** perched on a window. To the right of the staircase is a chest containing a **Mega Purple Magic Lollipop**.

Go through the doors ahead. Check the left gated alley for some breakables, and the right alley for a Muspelheim.

CH13 V10	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:45	0	1800	00:45	0	1800	00:45	0	1800		0
GOLD	00:55	200	1170	00:55	400	1170	00:55	800	1170		2000
SILVER	01:05	400	1010	01:05	800	1010	01:05	1600	1010		3500
BRONZE	01:15	600	860	01:15	1200	860	01:15	2400	860		5000
BOSS BONUS											

VERSE 11

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: N/A

MUSPELHEIM OBJECTIVE: You only deal damage with enemy weapons.

ENEMIES: Applaud (Bow) x1, Fearless x1, Decorations x5; ∞ Climax: Fearless x2, Gravitas x1

As usual with these sorts of Verses, you're either fast enough or you're not. The pole allows you to hit multiple enemies at once, the claw lets you get multiple hits on a single enemy (or two if you're lucky), and the bow does excellent damage to a single target (fire it from the air for best and safest results). Using this knowledge, destroy all before you as quickly as possible!

Finally, go straight ahead for the final Verse, wherein a certain Beloved *just won't quit*.

Beating this Verse nabs you a Broken Witch Heart (36/40)

CH13 V11	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:30	0	5930	01:30	0	5930	01:30	0	5930	01:30	0
GOLD	01:35	200	3100	01:35	200	3100	01:35	200	3100	01:35	200
SILVER	01:40	400	2390	01:40	400	2390	01:40	400	2390	01:40	400
BRONZE	01:45	600	1680	01:45	600	1680	01:45	600	1680	01:45	600
BOSS BONUS											

VERSE 12

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms), Alruna (Legs)

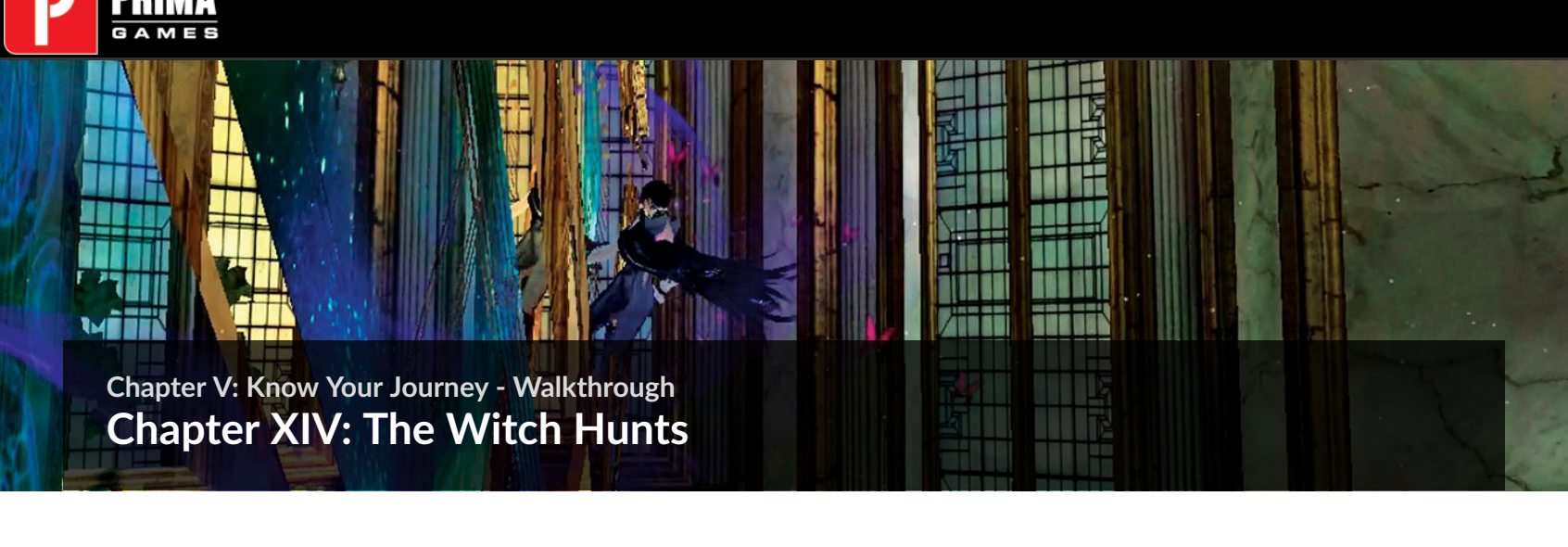
ENEMIES: Beloved (Lava)

It looks like our friend survived his lava bath! That's a new trick. This Beloved is giant-sized, but the strategy remains the same. Whale on him in any way you can until you've depleted his vitality, while looking out for his axe and hands. His weak spot is still at the top of his back, but you'll have to jump off of his back multiple times to reach it! Umbran Climax is very good at bringing him down to size, and you can topple him with Alruna by holding K while in Umbran Climax or Witch Time. Every once in a while you can get in a Punish Quick Time Event as well for extra damage.

Once you deplete his vitality, go ahead and perform one last ultra-satisfying climactic Quick Time Event, and that's all she wrote—er, *they* wrote.

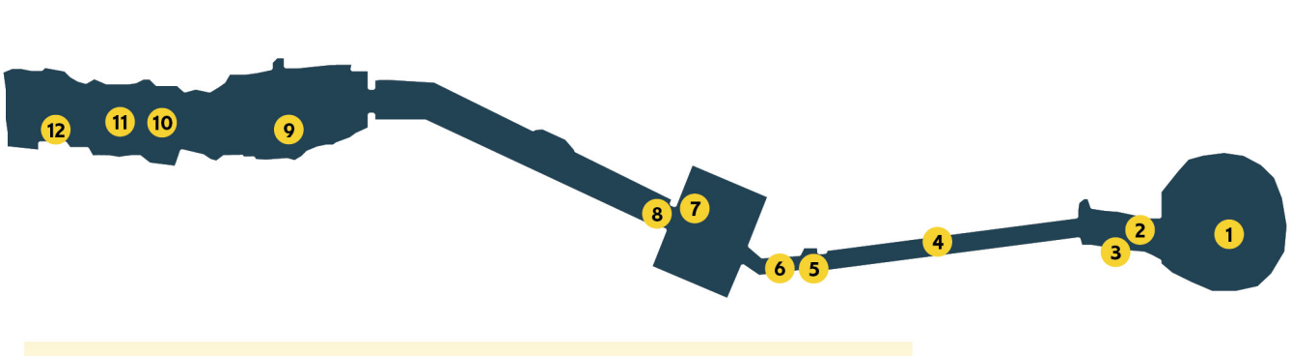
POST-CHAPTER SPOILS 6 Verse Cards (Affinity, Applaud, Decorations, Fearless & Fairness, Grace & Glory, Beloved)

CH13 V12	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:40	0	72750	01:40	0	72750	01:50	0	72750	02:00	0
GOLD	01:50	750	30900	01:50	1500	30900	02:00	3000	30900	02:10	3000
SILVER	02:00	1250	20440	02:00	2500	20440	02:10	4000	20440	02:20	5000
BRONZE	02:10	1750	9980	02:10	3500	9980	02:20	5000	9980	02:30	7000
BOSS BONUS											



Chapter V: Know Your Journey - Walkthrough

Chapter XIV: The Witch Hunts

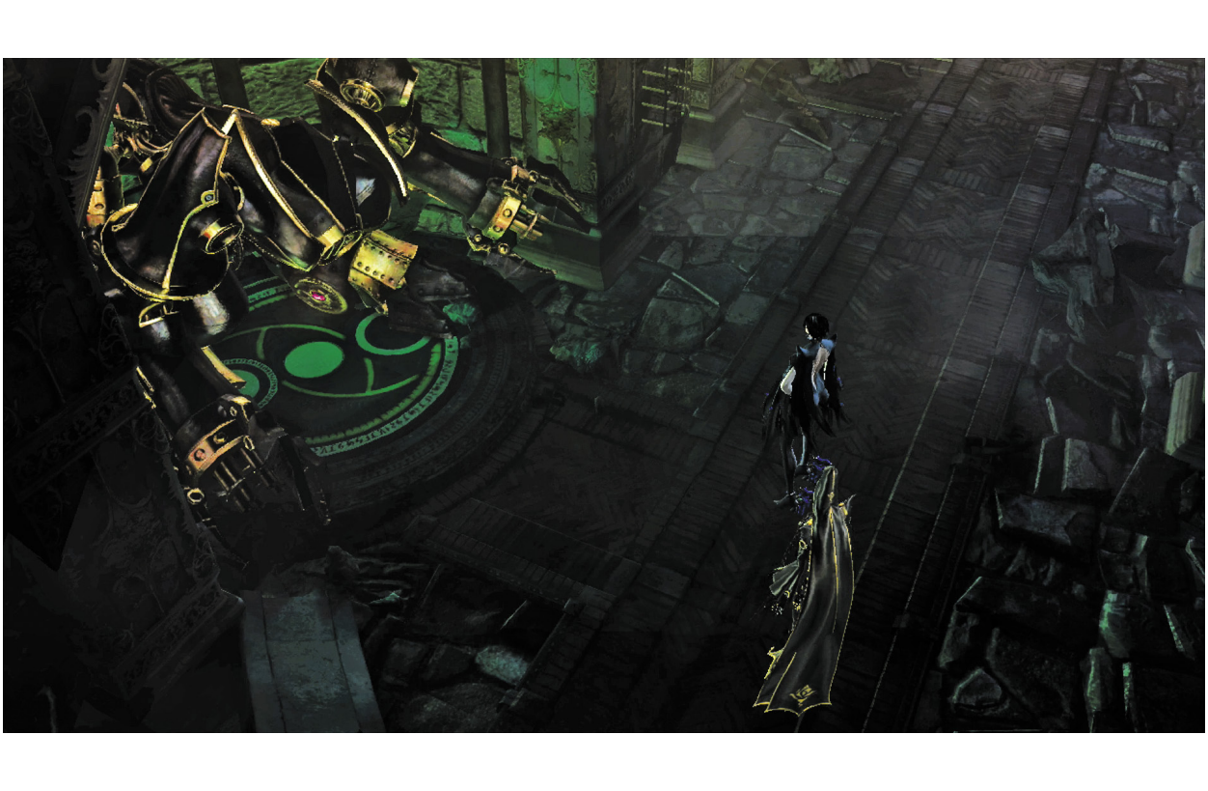


1. (BOSS) VERSE 5
2. MEGA GREEN HERB LOLLIPOP
3. YELLOW MOON LOLLIPOP
4. (STANDARD) VERSE 4
5. (MUSPELHEIM) VERSE 3: Yields Broken Moon Pearl (15/16)
6. MEGA GREEN HERB LOLLIPOP
7. BROKEN MOON PEARL (14/16)
8. (STANDARD) VERSE 2
9. (STANDARD) VERSE 1
10. JOURNAL'S ECHO
11. BROKEN WITCH HEART (37/40)
12. PURPLE MAGIC LOLLIPOP

The *Bayonetta* boss rush continues, with a Chapter consisting entirely of you piloting a giant robot against angel baddies.

Once the stage starts, open the chest to your right for a **Purple Magic Lollipop**, then move ahead slightly and open the chest on the left for a **Broken Witch Heart (37/40)**. Be sure to also pick up the Journal's Echo **A Witch's Ultimate Weapon** in the same area. Head forward to the first Verse.

Umbran Armor, Launch!



The Umbran Armor is a fearsome machine, especially in this stage where it's powered up and can take out angels with ease. It boasts powerful punches and kicks, and you can hold down the Punch or Kick buttons for projectiles as well. Finally, this is also the only place where the power of Umbran Armor and Umbran Climax can be combined for more powerful melee attacks and guns! The overall message here is: go nuts!

The Universal Strategy

Verse 1
65842
Combo Points
1350

There is a single overarching strategy to remember in your quest for getting Pure Platinum in this Chapter. Use the PPP combo, while holding P after every button press. Bayonetta will perform a simple yet powerful three-hit combo, interspersed with rapid-fire guns for maximum score gain. Be sure to engage Umbran Climax for even more points and damage whenever you can!

VERSE 1

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Beloved x5

Affinities litter the ground, but they're just for show and can't be hit. Your real targets are the Beloveds; approach and dispatch them as quickly as possible in a single combo. You're actually their size now, so dodge their attacks accordingly; jumps aren't needed.

∞ CLIMAX

ENEMIES: Urbane x2, Gravitas x2

The slightly more nimble and durable Urbanes and Gravitases pose a little more of a problem, but you can mitigate risk by attacking the same enemies that Rosa attacks. Double-team for the victory!

GO FOR PURE PLATINUM!

Use the PPP combo, holding P with every attack, while following the above strategies.

Progress straight ahead—Verse 2 starts before you're even out of the upcoming corridor!

CH14 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:50	0	429000	00:50	0	429000	00:50	0	429000	01:00	0
GOLD	01:00	300	174900	01:00	600	174900	01:00	1200	174900	01:10	3000
SILVER	01:10	600	111370	01:10	1200	111370	01:10	2400	111370	01:20	4500
BRONZE	01:20	1200	47850	01:20	2400	47850	01:20	4800	47850	01:30	6000
BOSS BONUS											

VERSE 2

ENEMY SPOTLIGHT: Kinship

In the first game, Kinships were elaborate war machines that Bayonetta had to take out piece by piece. In this game, they pop like balloons. Shoot them down and move on.

No matter the difficulty, when you exit the corridor, four Kinships approach and attack. Use your gun attacks to take them down with little trouble, but be sure to dodge their shots! If you boost (press the Evade button twice, much like Panther Within) to the courtyard after taking them down, you can actually keep your combo going into the main fight.

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

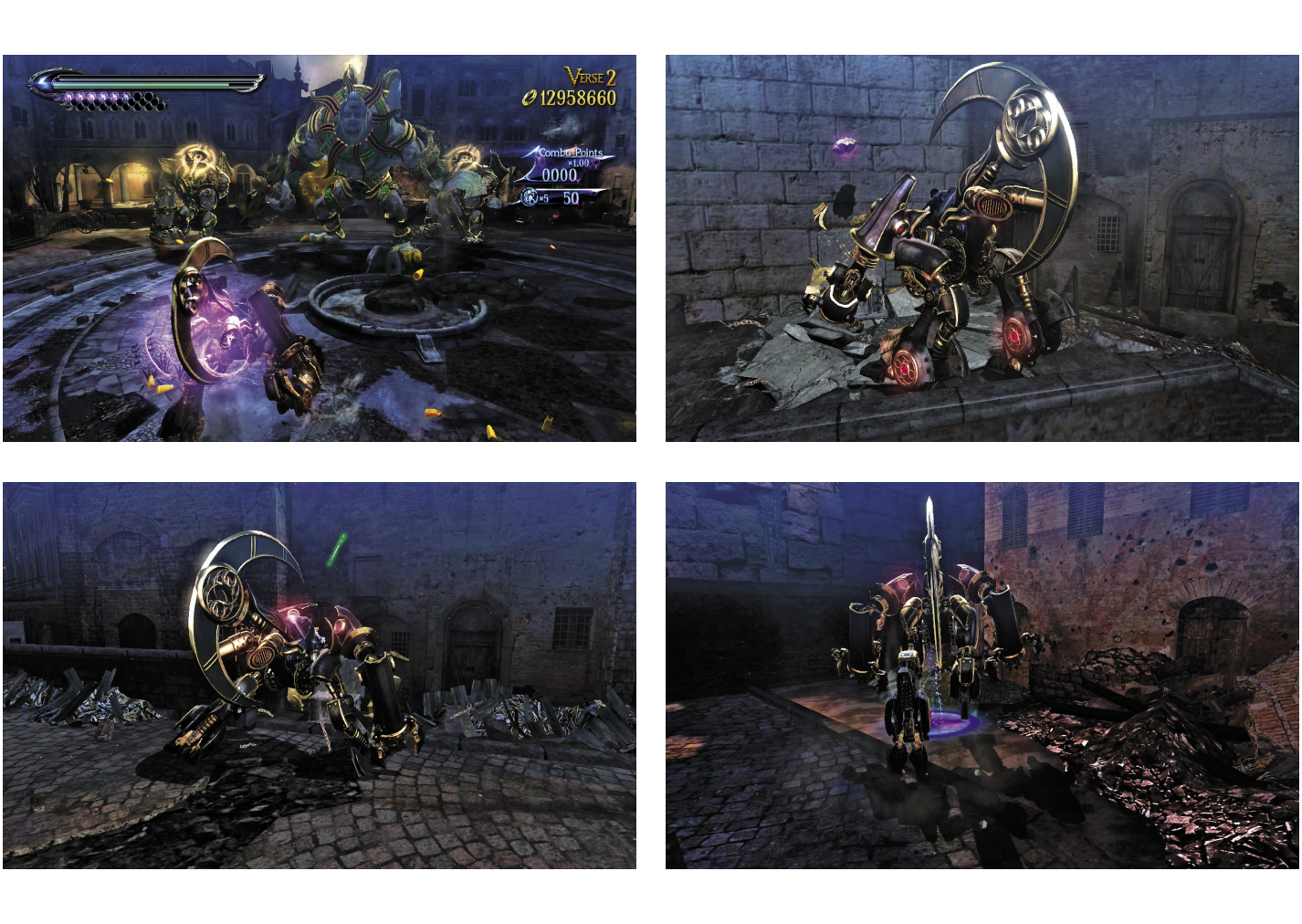
ENEMIES: Kinship x4, Urbane x1, Gravitas x1, Beloved x1

You're alone on this one, but odds are you have some magic power saved from the last fight. If so, unleash Umbran Climax! If you don't have the magic, get up close and use your combos, dodging when you see attacks coming.

∞ CLIMAX

ENEMIES: Kinship x4, Belief x2, Beloved x1

The Beliefs can take a little more punishment than Urbane and Gravitas, but on the whole the punch/unload/dodge strategy remains the same.



GO FOR PURE PLATINUM!

Use the PPP combo, holding P with every attack, while following the above strategies.

Once you beat this Verse, turn around and go up the stairs ahead and to your right. Break open the chest for a **Broken Moon Pearl (14/16)**. Turn back around and continue down the straight path. On the left side of the path is a chest containing a **Mega Green Herb Lollipop**. On the right, beside the door leading to the next area, is a Muspelheim leading to Verse 3.

CH14 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:10	0	745150	01:10	0	745150	01:10	0	745150	01:20	0
GOLD	01:20	400	302070	01:20	800	302070	01:20	1600	302070	01:30	3000
SILVER	01:30	800	191300	01:30	1600	191300	01:30	3200	191300	01:40	4000
BRONZE	01:40	1200	80530	01:40	2400	80530	01:40	4800	80530	01:50	5000
BOSS BONUS											

VERSE 3

00:06.10
Defeating enemies will partially restore the timer.
Verse 3
00:22.65

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeating enemies will partially restore the timer.

ENEMIES: Grace x1, Glory x1, Applaud (Staff) x2, Beloved (Lava) x1; ∞ Climax: Fearless x3, Fairness x3, Beloved x1 [LOOPING] Decorations x4

No matter which difficulty you're playing in, you'll be fighting against extremely mobile enemies and will have to push your Umbran Armor's dodging skills to the limit in the small space. Use hit-and-run tactics; get in close, use your combos and guns, then get out and/or dodge toward a new enemy while repeating the process. Repeat until all are destroyed.

GO FOR PURE PLATINUM!

Use the PPP combo, holding P with every attack, while following the above strategies.

Go through the large doors next to where the Muspelheim was for a huge bridge battle!

Beating this Verse nabs you a Broken Moon Pearl (15/16)

CH14 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:35	0	305020	00:35	0	305020	00:35	0	305020	01:15	0
GOLD	00:45	200	124950	00:45	200	124950	00:45	200	124950	01:20	200
SILVER	00:55	400	79930	00:55	400	79930	00:55	400	79930	01:25	400
BRONZE	01:05	600	34910	01:05	600	34910	01:05	600	34910	01:30	600
BOSS BONUS											

VERSE 4

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

ENEMIES: Belief x5

This one's actually a little tricky. There are two stages to this fight across the bridge, separated by a cutscene. It's easy to lose your combo here. To prevent that, combo the Beliefs so that they're pushed forward along the bridge. Concentrate on one Belief at a time until it is defeated, then move to another.

As soon as the cutscene takes place and ends, quickly boost forward along the bridge! If you do it right, you shouldn't be far from the next Belief in sequence, and can keep your combo going for the entire Verse.

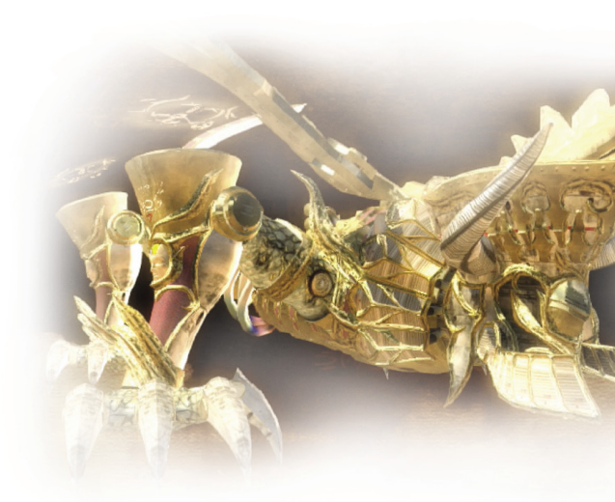
GO FOR PURE PLATINUM!

Use the PPP combo, holding P with every attack, while following the above strategies.

Once you're across the bridge, get ready to pick up your last items of the stage; a chest containing a **Yellow Moon Lollipop** on the right, and a chest containing a **Mega Green Herb Lollipop** on the left. Head straight ahead, and prepare to face the boss gauntlet!

CH14 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:00	0	168000	01:00	0	168000	01:00	0	168000	01:00	0
GOLD	01:10	300	69600	01:10	600	69600	01:10	1200	69600	01:10	2000
SILVER	01:20	600	45000	01:20	1200	45000	01:20	2400	45000	01:20	3500
BRONZE	01:30	1200	20400	01:30	2400	20400	01:30	4800	20400	01:30	5000
BOSS BONUS											

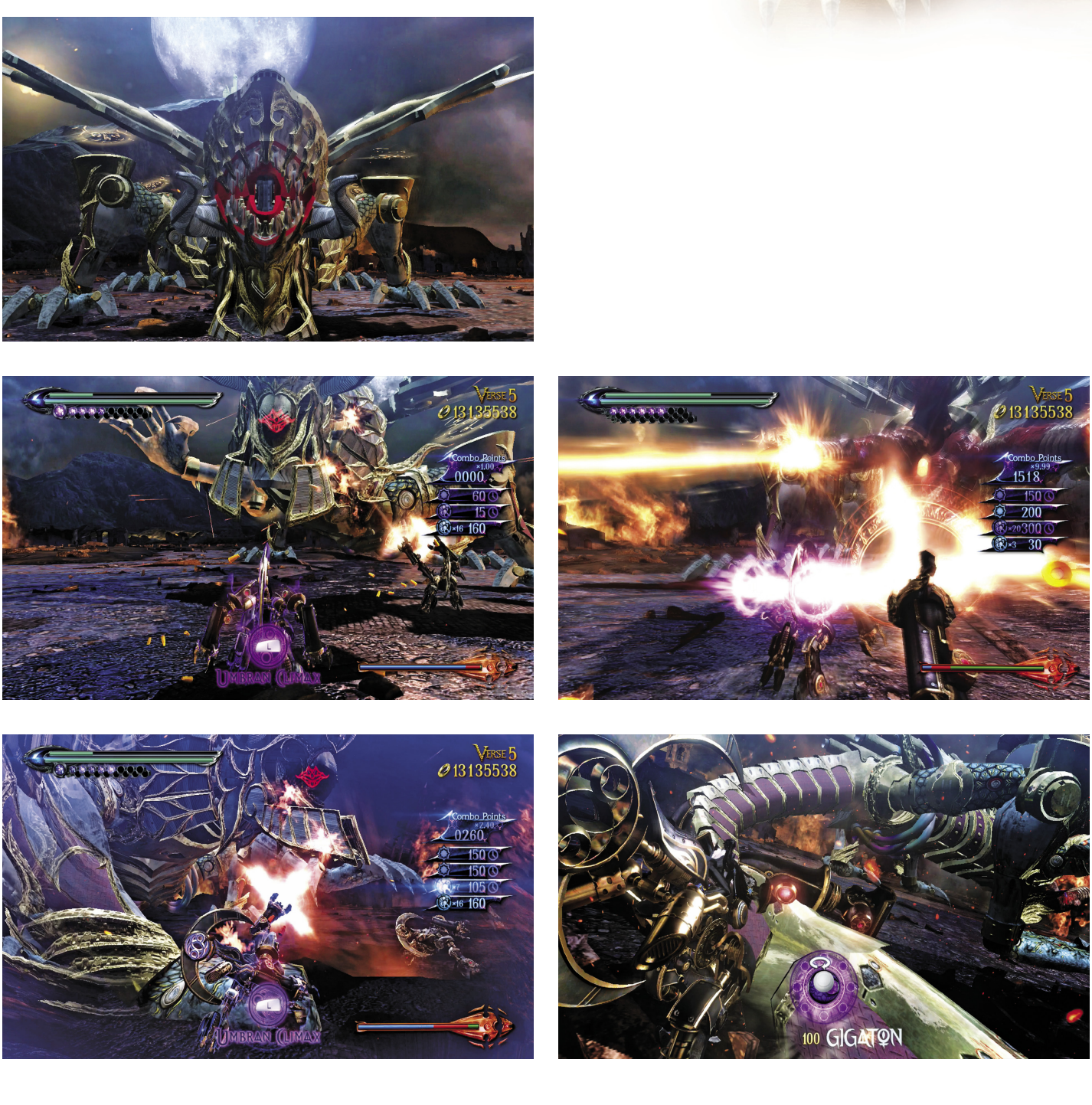
VERSE 5



BOSS: Sapientia

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

ENEMIES: Sapientia



In the original *Bayonetta*, Sapientia was a water-based boss. Being beached, however, seems to have taken some of the fight out of him! He launches rocks at you, charges at you, tries to smash you with his claws, and fires lasers, but that's about the extent of his repertoire.

Dodge all of these in a beautiful dance and keep hitting him with your button-held PPP combo. Rosa is with you again to make the job easier.

Once you've made short work of Sapientia, go ahead and enjoy the climactic Quick Time Event by rotating the Left Analog Stick.

CH14 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:10	0	555000	01:10	0	555000	01:20	0	555000	01:40	0
GOLD	01:20	800	225600	01:20	1600	225600	01:40	3000	225600	02:00	4000
SILVER	01:30	1600	143250	01:30	2400	143250	02:00	4000	143250	02:20	5500
BRONZE	01:40	2400	60900	01:40	3200	60900	02:20	5000	60900	02:40	7000
BOSS BONUS	5000			5000			5000			5000	

VERSE 6

BOSS: Worship

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

ENEMIES: Worship

The final two boss fights in this Chapter take Bayonetta airborne! Dodge the missile shower that comes toward you as you approach your next enemy.

Verse 6
13163864
UMBRAN CLIMAX

Once you get close, you'll be autopiloted to both sides of Worship. Avoid the missiles and tendrils that come out of the faces, and attack the faces themselves.

When the first two faces are taken out, deal with the front of Worship in the same manner. Watch out for its giant angelic laser! Once you've defeated it, the final boss of the Chapter decides to step in...

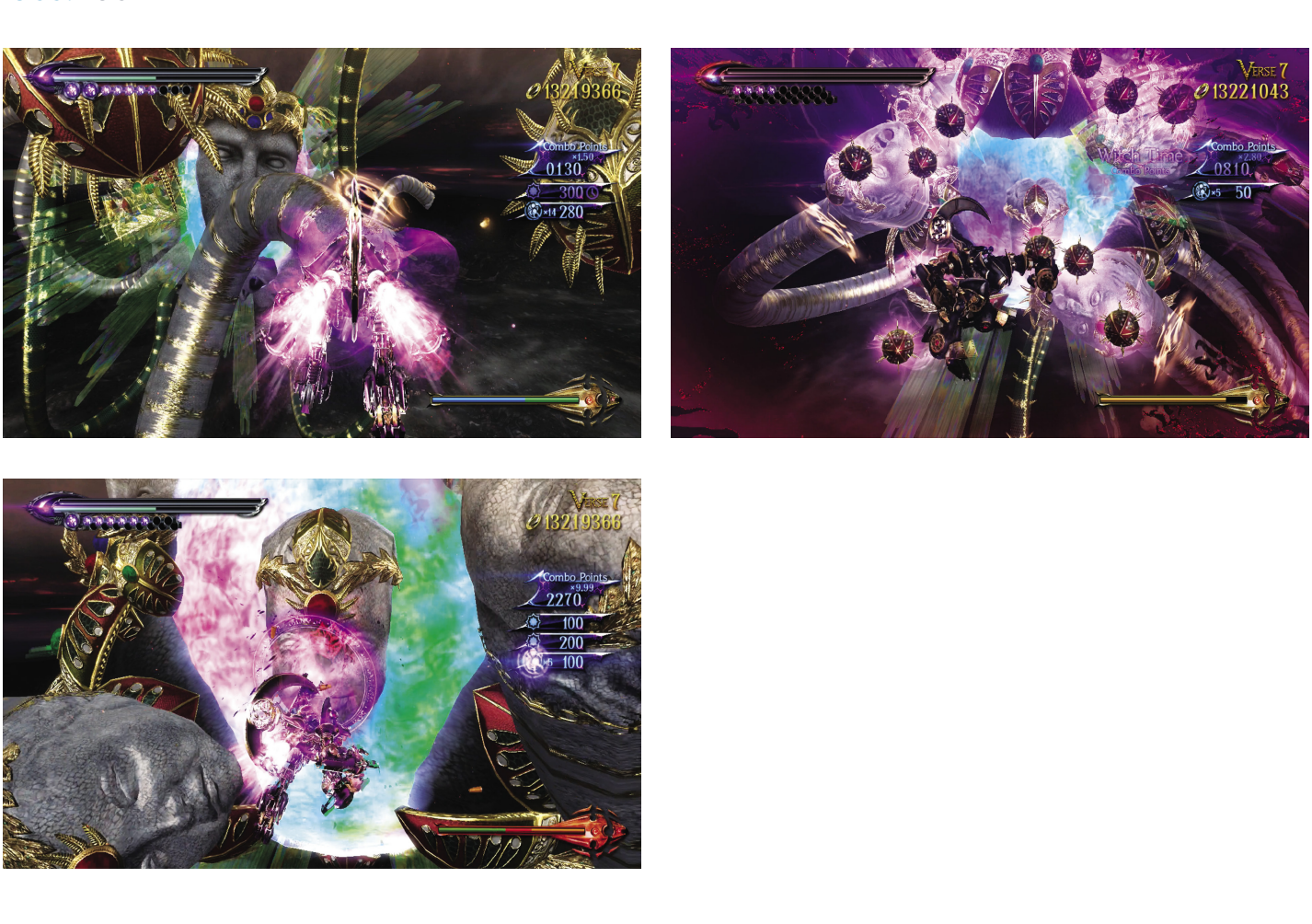
GO FOR PURE PLATINUM!

Use the PPP combo, holding P with every attack, while following the above strategies.

CH14 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DA
PLATINUM	01:50	0	1304000	01:50	0	1304000	02:00	0	1304000	02:10	0
GOLD	02:00	500	526400	02:00	1000	526400	02:10	2000	526400	02:20	30
SILVER	02:10	1000	332000	02:10	2000	332000	02:20	4000	332000	02:30	50
BRONZE	02:20	1500	137600	02:20	3000	137600	02:30	6000	137600	02:40	70
BOSS BONUS											

VERSE 7

BOSS: IUSTITIA



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

ENEMIES: Iustitia

The Cardinal Virtue of Justice was a much more complicated opponent last game, but that doesn't mean he's gotten any easier now! Not only has he gotten a mobility upgrade, but the full might of all of his plant-based tentacles aim to crush Bayonetta, to say nothing of his laser attacks!

In addition to the above, Iustitia can launch his own plant-based missile showers, fire blasts from his tentacles, and perform a fast headbutt.

Verse 7
13219366
Combo Points
0407
200
250

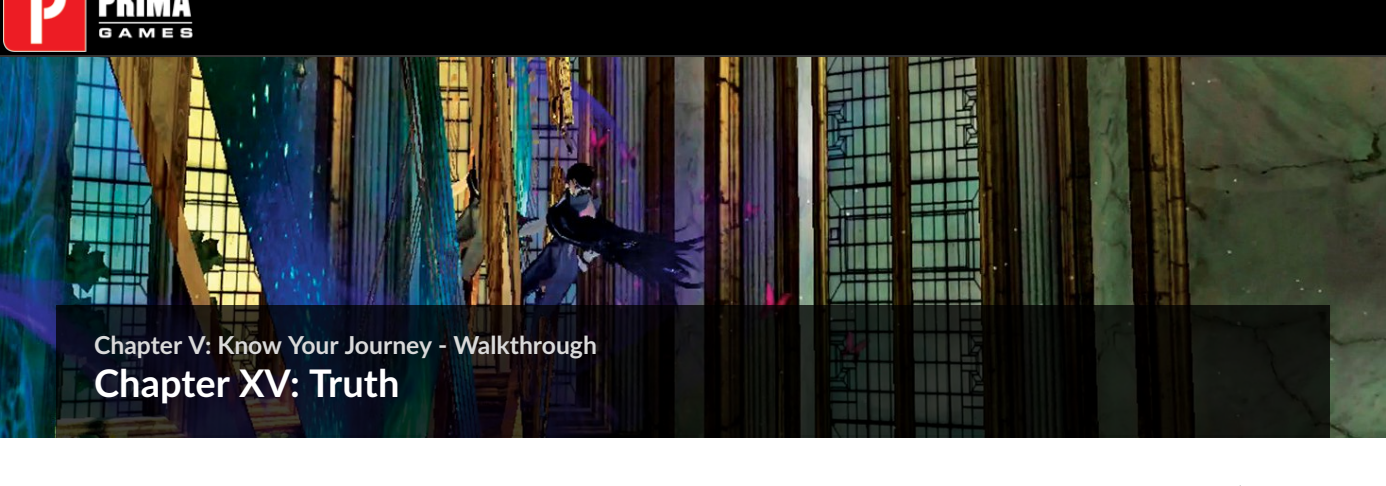
When you see his body rotate around his head rapidly, he's about to fire his massive laser. Don't be in the way of it! Dodge all of these attacks. Fire back when at range, and use melee when in close. Umbran Climax–powered shots from the Armor's guns practically freeze Iustitia in place when used on one of his face-bearing tentacles, so use those liberally. Whittle down his vitality, and that's Chapter XIV in the bag! Hope you enjoyed the ride—not to mention the huge Halo payout!

GO FOR PURE PLATINUM!

Use the PPP combo, holding P with every attack, while following the above strategies.

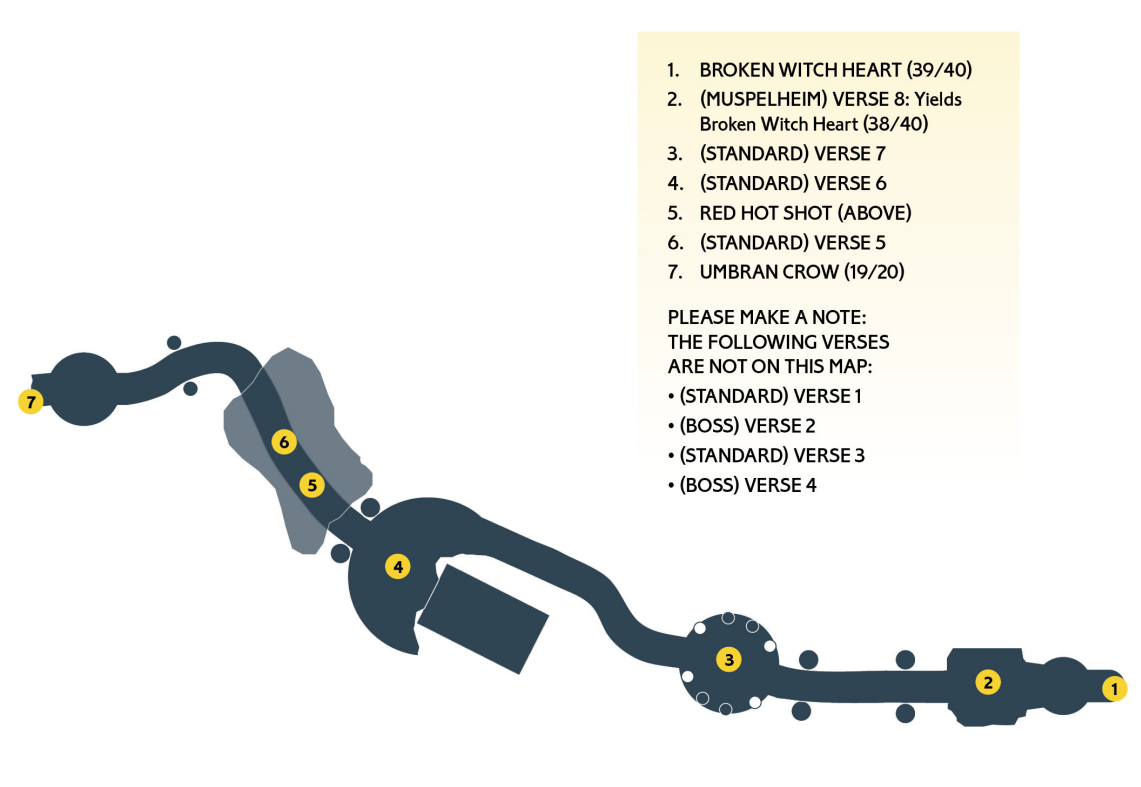
POST-CHAPTER SPOILS Earrings of Ruin • 1 Verse Card (Worship)

CH14 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:00	0	323750	01:00	0	323750	01:10	0	323750	01:20	0
GOLD	01:10	1000	132500	01:10	2000	132500	01:20	3000	132500	01:30	4000
SILVER	01:20	1500	84690	01:20	3000	84690	01:30	4000	84690	01:40	5500
BRONZE	01:30	2000	36870	01:30	4000	36870	01:40	5000	36870	01:50	7000
BOSS BONUS	5000			5000			5000			5000	



Chapter XV: Truth

Chapter XV kicks off with Bayonetta and Rosa in an arena setting, where they are set upon by hordes of angels! If you don't fight, you won't survive!



1. BROKEN WITCH HEART (39/40)
2. (MUSPELHEIM) VERSE 8: Yields Broken Witch Heart (38/40)
3. (STANDARD) VERSE 7
4. (STANDARD) VERSE 6
5. RED HOT SHOT (ABOVE)
6. (STANDARD) VERSE 5
7. UMBRAN CROW (19/20)

PLEASE MAKE A NOTE:
THE FOLLOWING VERSES
ARE NOT ON THIS MAP:
- (STANDARD) VERSE 1
- (BOSS) VERSE 2
- (STANDARD) VERSE 3
- (BOSS) VERSE 4

VERSE 1

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms), Alruna (Legs)

ENEMIES: Affinity (Staff) x2, Affinity (Horn) x2, Affinity (Mace) x2, Applaud (Staff) x1, Affinity (Bow) x1, Grace x1, Glory x1, Fearless x1, Fairness x1, Kinship x4, Beloved x2

The fight itself is actually a straightforward enemy gauntlet featuring enemies you've met by now. However, to get Pure Platinum for the fight, you need to keep your combo going throughout the entire Verse. As soon as you vanquish one enemy, tag another with your gun. If the enemies are taking their time coming to the battlefield, then taunt. Finally, don't let Rosa hog all the glory—she's especially restless in this Verse and is great at killing enemies at the cost of your combo meter!

Low-level Affinities and Applauds attack you and Rosa first. Dodge and counter. Keep an eye on the horn Affinity because he likes to fire from far away.

Grace & Glory show up next, and they're really good at avoiding attacks on the higher difficulties! Keep your assault relentless while dodging their attacks.

Beat them and it's on to Fearless & Fairness. They're not as good at avoiding attacks, but they're even better at giving them, so you have to dodge more and faster.

A short Kinship intermission takes place before the final stretch consisting of Affinities and Beloveds. Shoot the Kinships with your gun. Use the Beloveds to keep your combo going, but attack everyone you can!

The fun's not over yet! Beat the gauntlet and it's straight to a fight with Temperantia!

CH15 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	04:20	0	95870	04:20	0	95870	04:30	0	95870	04:40	0
GOLD	04:40	600	40330	04:40	1200	40330	04:50	2000	40330	05:00	3000
SILVER	05:00	1200	26440	05:00	2400	26440	05:10	4000	26440	05:20	5000
BRONZE	05:20	1800	12560	05:20	3600	12560	05:30	6000	12560	05:40	7000
BOSS BONUS											

VERSE 2

BOSS: Temperantia

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

Temperantia only has a moderate number of attacks to his name, but boy do they hit hard! When he gets in close, he slams the ground with his massive fists, attacks with his head laser and hand cannons, and sends torrents of energy up from the ground.

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMY: Temperantia

When he's far back, shoot him with guns or Kafka. When he comes in close, dodge, then melee! After enough hits, he gets dizzy, which is your cue to melee him even more.

Beat Temperantia and...oh no! The sky is falling!

No, actually, it's just nostalgia. Veterans of the original *Bayonetta* will recognize this scene in a heartbeat.

CH15 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:30	0	17190	01:30	0	17190	01:40	0	17190	01:50	0
GOLD	01:40	1000	7960	01:40	2000	7960	01:50	3000	7960	02:00	4000
SILVER	01:50	1500	5650	01:50	3000	5650	02:00	4000	5650	02:10	5500
BRONZE	02:00	2000	3340	02:00	4000	3340	02:10	5000	3340	02:20	7000
BOSS BONUS	5000			5000			5000			5000	

VERSE 3

ENEMY SPOTLIGHT: Inspired

Much like Kinships, Inspired are much weakened from their original Bayonetta versions. Simply tagging them with your Action button gun a few times is enough to make them go pop!

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms)

ENEMIES: Affinity (Staff) x5, Affinity (Horn) x1, Affinity (Mace) x1, Inspired x3; ∞ Climax: Affinity (Staff) x5, Applaud (Bow) x1, Grace x1, Glory x1, Inspired x3

You're fighting a bunch of low-level angels that you've already dealt with, but mostly at the same time. Don't get crowded on the smaller battlefield. ∞ Climax throws a Grace & Glory into the mix, but the fight is no different otherwise.

Get past this section and it's time for another boss battle—this time against a new face.

CH15 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:00	0	3750	01:00	0	3750	01:10	0	3750	02:00	0
GOLD	01:10	300	2100	01:10	600	2100	01:20	1200	2100	02:20	2400
SILVER	01:20	600	1690	01:20	1200	1690	01:30	2400	1690	02:40	4800
BRONZE	01:30	900	1280	01:30	1800	1280	01:40	3600	1280	03:00	7200
BOSS BONUS											

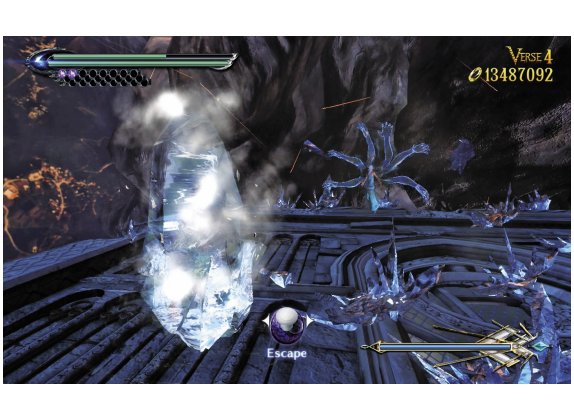
VERSE 4

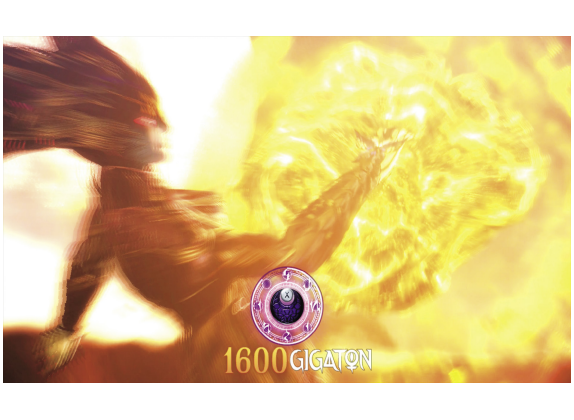
BOSS: Loptr

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

Loptr floats around the battlefield, throwing all sorts of elements and energy at Bayonetta. Loptr is also quite mobile, so you have to be faster. Stay on him with Panther Within!

He can rain ice from the sky, which stays on the ground and makes moving around dangerous. If you step on the ice, you'll become frozen yourself and take damage! He can also attack and repel with Prophet's energy hands, as well as perform a punch combo with them.





SUGGESTED PURE PLATINUM WEAPONS: Rakshasa (Arms)

ENEMIES: Loptr

As far as energy is concerned, he's again a lot like Prophet. He can release a horizontal wave of the stuff, project energy waves along the ground, send down lightning strikes, and project energy onto the ground that will trap you in a bubble if it catches you. If it does catch you, wiggle the Left Analog Stick to escape.

Lower Loptr's vitality enough and he sends down a giant flaming rock! Use the Quick Time Event to repel it.

The Moon of Mahaa-Kalaa can actually help greatly against Loptr by causing him to recoil after you parry any of his many attacks. Consider bringing it along.

The Masked Lumen strategy applies to Loptr: Dodge his attacks, go into Witch Time, perform up to four P slashes with Rakshasa in retaliation. Retreat and fire your gun until you can repeat the process. Optionally, Salamandra can work, but will be harder to wield against him on higher difficulties.

Beat Loptr and...whew! Finally, a breather. When you have control of Bayonetta again, turn right around and walk toward the edge. An **Umbran Crow (19/20)** comes into view. Grab it!

Break the nearby statues for some restorative items, then head down the path.

CH15 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	03:10	0	17190	03:10	0	17190	03:40	0	17190	04:10	0
GOLD	03:40	1500	7960	03:40	3000	7960	04:10	4500	7960	04:40	6000
SILVER	04:10	2250	5650	04:10	4500	5650	04:40	6000	5650	05:10	7500
BRONZE	04:40	3000	3340	04:40	6000	3340	05:10	7500	3340	05:40	9000
BOSS BONUS	10000			10000			10000			10000	

VERSE 5

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Decorations x6

This Verse is a freebie. Simply chase down the Decorations and pop them all. Be mindful of your precarious perch, however. Be careful not to fall!

∞ CLIMAX

ENEMIES: Grace x1, Glory x1

Instead of Decorations, you fight Grace & Glory. The bottomless pits around you are even more dangerous now. Don't dodge off of the edge!

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra

Salamandra will take care of all of these enemies and give you Pure Platinum lickety-split. Just be sure to slice over solid ground!

Keep going toward the open platform, but don't walk to the center of it! Instead, just before doing so and triggering the next Verse, turn around and scale the rock arch. You see a chest containing a **Red Hot Shot**. Now head down and to the platform's center.

Tip

By exiting and re-entering this Chapter, you can stock up on multiple Red Hot Shots. Tip the scales in your favor for some of those tougher battles!

CH15 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:12	0	130	00:12	0	130	00:20	0	130	00:50	0
GOLD	00:22	80	120	00:22	160	120	00:30	320	120	00:55	3000
SILVER	00:32	160		00:32	320		00:40	640		01:00	4500
BRONZE	00:42	240		00:42	480		00:50	960		01:05	6000
BOSS BONUS											

Note

For 1st, 2nd and 3rd Climax: Anything below 120 points will earn a Stone Score medal for the Verse.

VERSE 6

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

ENEMIES: Grace x1, Glory x1

You face a Grace & Glory, who fight no differently in this Verse than they did earlier, and you have lots of room to play in! Use it to your advantage.

∞ CLIMAX

ENEMY: Beloved (Giant) x1

Blocking your path is a super-sized Beloved, who attacks like a regular Beloved. Don't hurt yourself trying to get to the red weak spot on his back, but know that attacking is the best way to get a Platinum Time medal for the Verse. Go for it as best you can, but otherwise, never stop dealing damage.

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms), Alruna (Legs)

Salamandra with the above strategies will net you the Pure Platinum. Work efficiently and defeat your enemies using a single combo if you can. Hold K during Witch Time/Umbran Climax to topple the ∞ Climax Beloved and get to its weak point more easily.

Don't go inside the building yet! The left path takes you to two more Verses.

CH15 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:40	0	3750	00:40	0	3750	00:50	0	3750	01:00	0
GOLD	01:00	600	2100	01:00	1200	2100	01:10	2400	2100	01:20	3000
SILVER	01:20	1000	1690	01:20	2000	1690	01:30	4000	1690	01:40	4500
BRONZE	01:40	1400	1280	01:40	2800	1280	01:50	5600	1280	02:00	6000
BOSS BONUS											

VERSE 7

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPONS: Salamandra (Arms, Legs)

ENEMIES: Fearless x1, Fairness x1; ∞ Climax: Fearless x2, Fairness x2

The difficulty level determines whether or not you face one or two pairs of Fearless & Fairness. You may have to take to the air a few times because this is an extremely small battlefield. Turn the small battlefield into an asset by attacking multiple enemies at once, and using Umbran Climax liberally.

Keep going until you get to the end of the path, where you'll find arguably the hardest Muspelheim Verse in the game.

POST-CHAPTER SPOILS 1 Verse Card (Loptr)

CH15 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:54	0	5880	00:54	0	5880	01:05	0	5880	02:20	0
GOLD	01:04	300	3070	01:04	600	3070	01:15	1200	3070	02:40	3000
SILVER	01:14	600	2370	01:14	1200	2370	01:25	2400	2370	03:00	4500
BRONZE	01:24	900	1670	01:24	1800	1670	01:35	3600	1670	03:20	6000
BOSS BONUS											

VERSE 8

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies without touching the ground once.

ENEMIES: Decorations x6, Beloved x1

You have only one small platform to stand on, and it won't be there for long. You have to use all of Bayonetta's acrobatic abilities to stay alive.

This Verse starts out with a flurry of Decorations. Shoot them down with guns or the Kafka. Once you do, Beloved shows up and wrecks your platform. Keep jumping off of his back and attacking him until his vitality is depleted, which is easier said than done. Go for the red weak point whenever possible.

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies without touching the ground once.

ENEMIES: Decorations x3, Beloved (Lava) x1

On ∞ Climax difficulty, you have fewer Decorations, but a larger, stronger lava Beloved to deal with. To start, the Rodin weapon makes short work of this Verse if you have it. If you don't, then beating this Verse as Bayonetta is quite tough. The strategy remains the same, it just takes a lot more patience and defensive skill. Good luck.

BEATING THIS MUSPELHEIM NABS YOU a Broken Witch Heart (38/40).

GO FOR PURE PLATINUM!

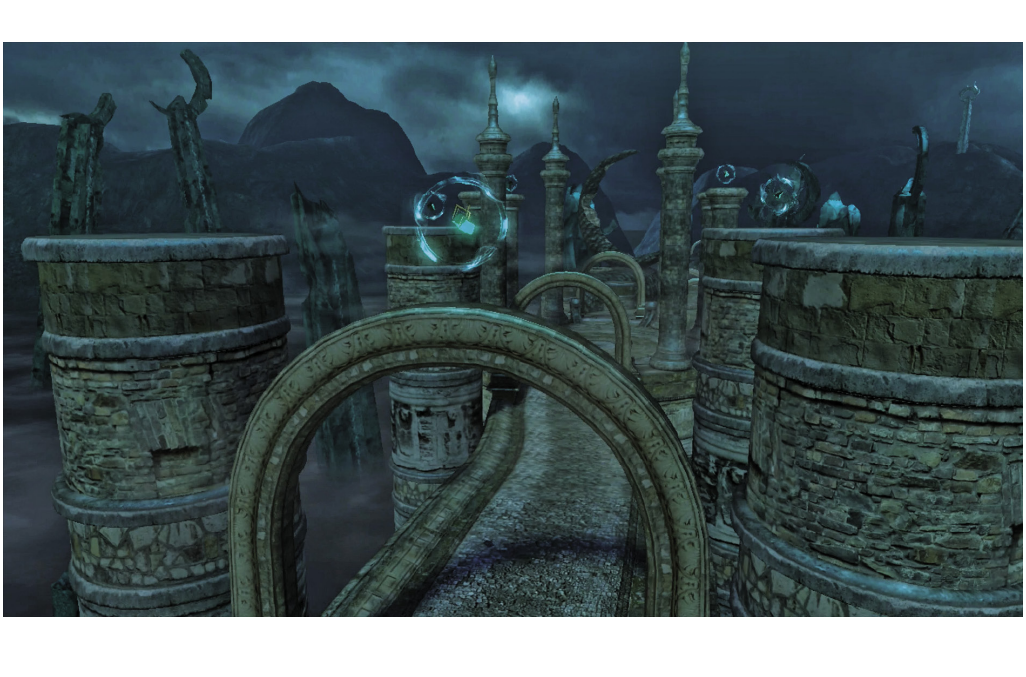
SUGGESTED WEAPONS: Salamandra (Arms), Kafka (Arms)

For the lower difficulties, equip the Gaze of Despair to get the requisite combo points. And you thought you had it easy. Otherwise, slice away with Salamandra to your heart's content.

Once you've beaten the Muspelheim, prepare to solve arguably the hardest Umbran Witch Resting Place in the game! Doing so will nab you a **Broken Witch Heart (39/40)**.

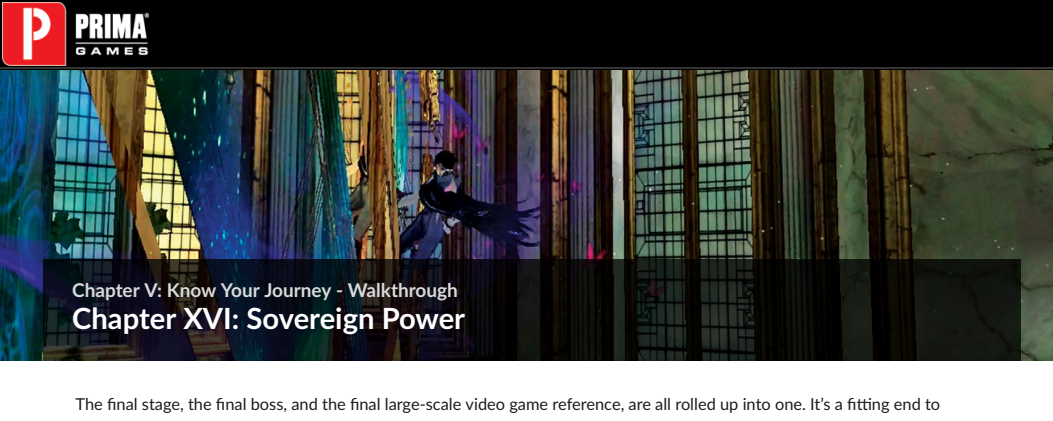
Go back the way you came, and into the building. After some exposition, stand under the moonlight, and walk upward to the roof, and the end of the Chapter.

Umbran Resting Place (30 Secs)



The time limit really makes this challenge tough. You need to scale one of the towers (use one of the smaller broken pillars as a boost), then use a combination of Panther Within and Crow Within to clear the gaps to the other towers containing the pieces.

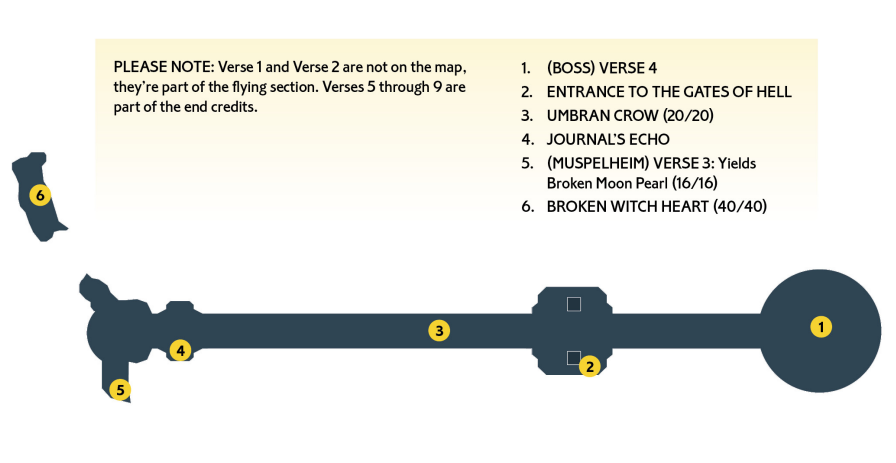
CH15 V8	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	01:05	0	2990	01:05	0	2990	01:05	0	2990	01:50	0
GOLD	01:15	200	1750	01:15	200	1750	01:15	200	1750	02:00	200
SILVER	01:25	400	1440	01:25	400	1440	01:25	400	1440	02:10	400
BRONZE	01:35	600	1130	01:35	600	1130	01:35	600	1130	02:20	600
BOSS BONUS											



Chapter V: Know Your Journey - Walkthrough

Chapter XVI: Sovereign Power

The final stage, the final boss, and the final large-scale video game reference, are all rolled up into one. It's a fitting end to *Bayonetta 2*, the game that does it all! You'll need all the skills you've acquired thus far to emerge victorious.

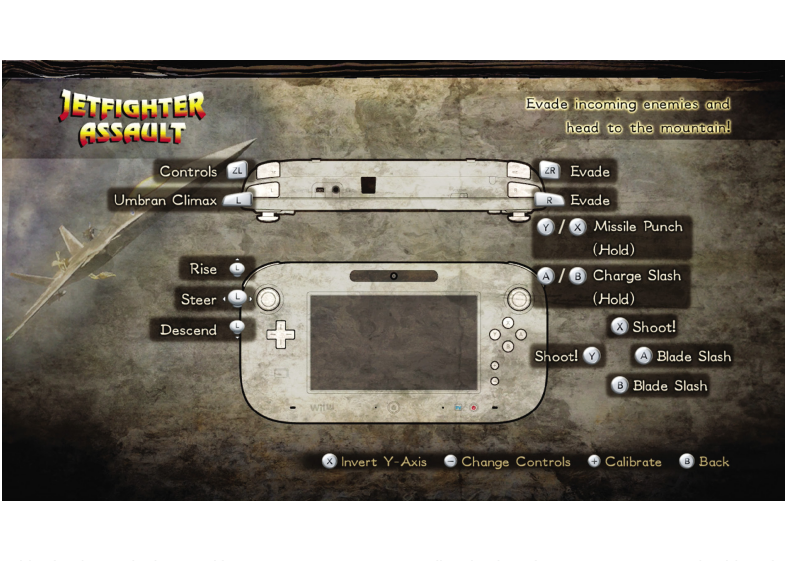


PLEASE NOTE: Verse 1 and Verse 2 are not on the map, they're part of the flying section. Verses 5 through 9 are part of the end credits.

1. (BOSS) VERSE 4
2. ENTRANCE TO THE GATES OF HELL
3. UMBRAN CROW (20/20)
4. JOURNAL'S ECHO
5. (MUSPELHEIM) VERSE 3: Yields Broken Moon Pearl (16/16)
6. BROKEN WITCH HEART (40/40)

VERSE 1 (FEATURING BOSSES GLAMOR AND VALOR)

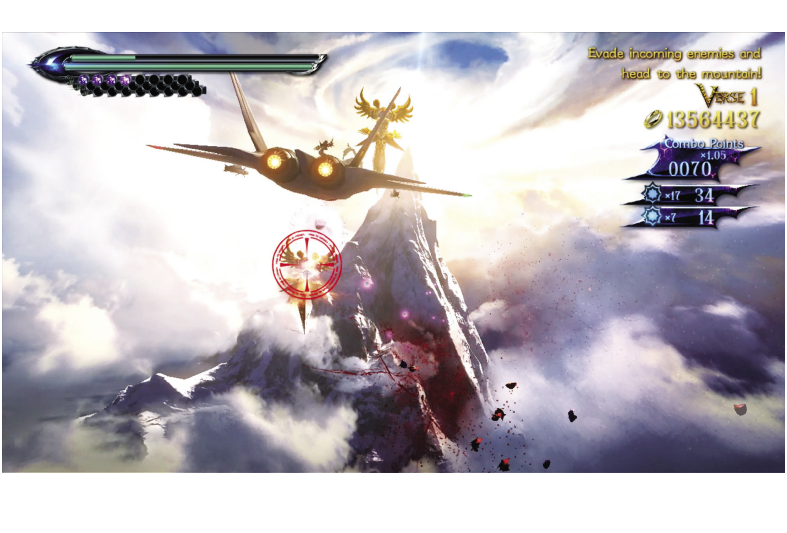
Fire the Space-Age Afterburners!



Fans of old-school on-rails shooters like Star Fox or After Burner will feel right at home as Bayonetta and Balder take on angels and demons in a fighter jet piloted by Jeanne! The Punch button causes Bayonetta to fire long-range shots that can be powered up by holding the button. Balder uses powerful close-range slashes via the Kick button.

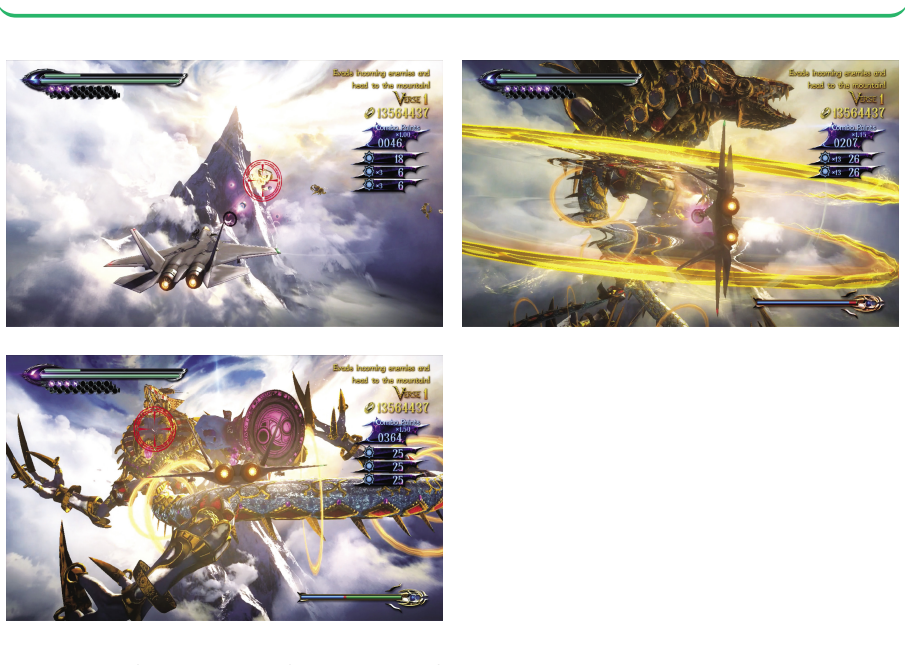
If you want things to be a little more immersive (look alive, veterans of Star Fox 64 3D!), press the ZL button to open the controls menu, then press the - button for gyro controls. Now that that's all out of the way, we've got bad guys to smash!

Check the Crosshairs!



Crosshairs come in two flavors during this sequence: red and yellow. These change depending on enemy distance. When dealing with far away enemies, the crosshairs are red, which cues you to shoot it with Bayonetta's magic. However, when the crosshairs turn yellow, the enemy has come close enough that Balder's slashes are the best choice.

Take note of the crosshairs in order to play efficiently and never waste a shot!



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX

Verse 1 is dedicated to angels attempting to shoot our intrepid trio out of the sky! Maneuver the plane and use Bayonetta and Balder's attacks to repel them.

When enough fodder angels have been shot, Glamor returns, persistent as ever!

Glamor brings to the table his full arsenal. Dodge his claw swipes, tail swipes, angelic darts, and ice darts, then retaliate with shots and slices depending on his range.

Once Glamor explodes, another wave of fodder angels approach. Fire away just like last time.

Verse 1 ends with the return of Valor for a rematch! Looks like he got "a new one of those" after all!

There's little difference to how Valor fought then and now—you just happen to be in an awesome plane this time around. He has devastating horizontal and vertical sword swings, as well as a move where he extends his sword from long range, and the ability to launch an array of explosive charges! Again, dodge everything and retaliate. Use your plane's maneuverability to give yourself an advantage.

GO FOR PURE PLATINUM!

Don't get hit, and shoot down as many enemies in a single combo as you can. Time score will mainly come down to how quickly you defeat the bosses. Make good use of Umbran Climax!

CH16 V1	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	03:00	0	5880	03:00	0	5880	03:00	0	5880	03:00	0
GOLD	03:10	1000	3070	03:10	2000	3070	03:10	3000	3070	03:10	5000
SILVER	03:20	1500	2370	03:20	3000	2370	03:20	4000	2370	03:20	6000
BRONZE	03:30	2000	1670	03:30	4000	1670	03:30	5000	1670	03:30	7000
BOSS BONUS	10000			10000			10000			10000	

VERSE 2 (FEATURING BOSS INSIDIOUS)

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/ ∞ CLIMAX

It's the demons' turn now! Fire at them just as you did the angels. Many of them will come into long range, making them excellent targets for Balder.

After you've taken down enough demons, Insidious joins the fight! Just like last time, you have to worry about the tentacles that come from his eyes, as well as the lasers that both his eyes and tentacles can fire. Concentrate your fire on both of his eyes to send him packing...

...a least for a few seconds! Insidious comes up behind you, firing a large spread of demonic magic! Counter with all of the firepower Bayonetta can muster to finally win.

GO FOR PURE PLATINUM!

Don't get hit, and shoot down as many enemies in a single combo as you can. Time score will mainly come down to how quickly you defeat the bosses. Make good use of Umbran Climax!

Bayonetta and Balder land on The Sacred Mountain Fimbulventr at last, which means it's time to grab the final collectibles in Story mode! Are you ready?

First, once you land, go to the left to grab a chest with the final **Broken Witch Heart (40/40)**. Then go back to where you started, pick up the Journal's Echo **An Audience With...** then go right of the entrance this time to enter the last Muspelheim.

CH16 V2	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	02:40	0	2240	02:40	0	2240	02:40	0	2240	02:40	0
GOLD	02:50	1000	1380	02:50	2000	1380	02:50	3000	1380	02:50	5000
SILVER	03:00	1500	1160	03:00	3000	1160	03:00	4000	1160	03:00	6000
BRONZE	03:10	2000	940	03:10	4000	940	03:10	5000	940	03:10	7000
BOSS BONUS	10000			10000			10000			10000	

VERSE 3

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies without taking a single hit.

ENEMY: Allegiance x1

A single Allegiance can be tough to destroy without taking a single hit, but it could be worse. Dodge all of his sword swings, keeping in mind that his sword is extendable. Staying at range isn't necessarily safe. Approach from the front and sides—if you to try to come up from behind, he'll use his spinning sword swing, which is his fastest and hardest-to-avoid attack!

∞ CLIMAX

MUSPELHEIM OBJECTIVE: Defeat all enemies without taking a single hit.

ENEMY: ∞ Climax: Acceptance (Harp) x2, Accolade (Twin Blades) x1, Accolade (Shield) x1, Accolade (Hammer) x1, Allegiance x1

Prepare for a gauntlet of enemies, featuring the three hardest types of Accolades, and an Allegiance! They're all enemies you've met before, so put all of your known skills to the test. Engage the twin-bladed Accolade while using the arrows from the Acceptances to fuel Witch Time, bait the hammer and shield Accolades into attacking, and don't give the Allegiance an inch lest he retaliate with his sword. Pulley's Butterfly and the Moon of Mahaa-Kalaa can provide some extra protection.

39202
Purple Butterfly

GO FOR PURE PLATINUM!

SUGGESTED WEAPONS: Salamandra (Arms)

The time limit for Pure Platinum in this Verse is pretty strict—you need to make sure your dodges are flawless so that you can slice away in Witch Time every single time an attack comes toward you! Otherwise, using the Salamandra with the above strategies will bring the victory.

Once done there, follow Balder inside. Keep running up the steps while keeping an eye out for the final **Umbran Crow (20/20)** on the top left, sitting atop a wide column.

At the top of the steps is your final chance to enter The Gates of Hell, as well as a few breakables containing some items. Stock up now, because once you enter the doors, there's no turning back.

Beating this Verse nabs you the final Broken Moon Pearl (16/16)

CH16 V3	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:30	0	1230	00:30	0	1230	00:30	0	1230	02:00	0
GOLD	00:40	200	850	00:40	200	850	00:40	200	850	02:10	200
SILVER	00:50	400	760	00:50	400	760	00:50	400	760	02:20	400
BRONZE	01:00	600	660	01:00	600	660	01:00	600	660	02:30	600
BOSS BONUS											

VERSE 4

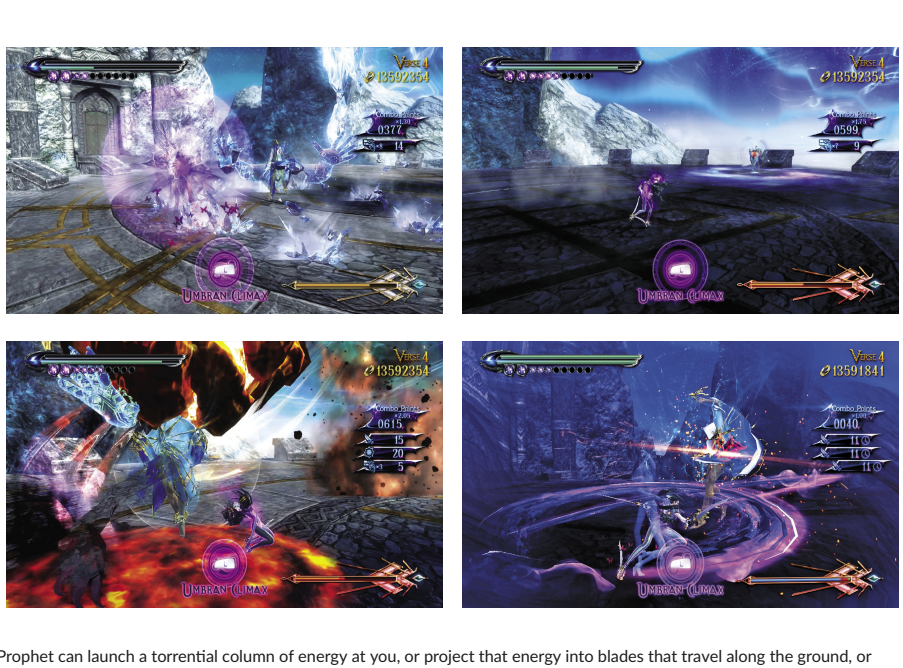
1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

SUGGESTED PURE PLATINUM WEAPON: Rakshasa (Arms)

ENEMIES: Prophet, Aesir (3 Phases)

VS. PROPHET

Before gaining the right to face the final boss, you must face the Prophet in a final showdown. The attacks on display here are the same as old encounters with the Prophet, as well as Loptr. Ethereal fists fly toward you or push you away. Lightning rains down from the sky in short triple-bursts. Energy is projected at you from the ground and if it hits, can trap you in a bubble.



Prophet can launch a torrential column of energy at you, or project that energy into blades that travel along the ground, or even form a large laser. He can rain ice from the sky that stays on the ground, making navigation tough! As the battle wears on, his attacks are replaced with more intense versions of the same.

When Prophet is on his last legs, he rains meteors from the sky, which can be dodged. He'll also form whirlpools on the ground that attempt to suck Bayonetta in. Run away from these with Panther Within!

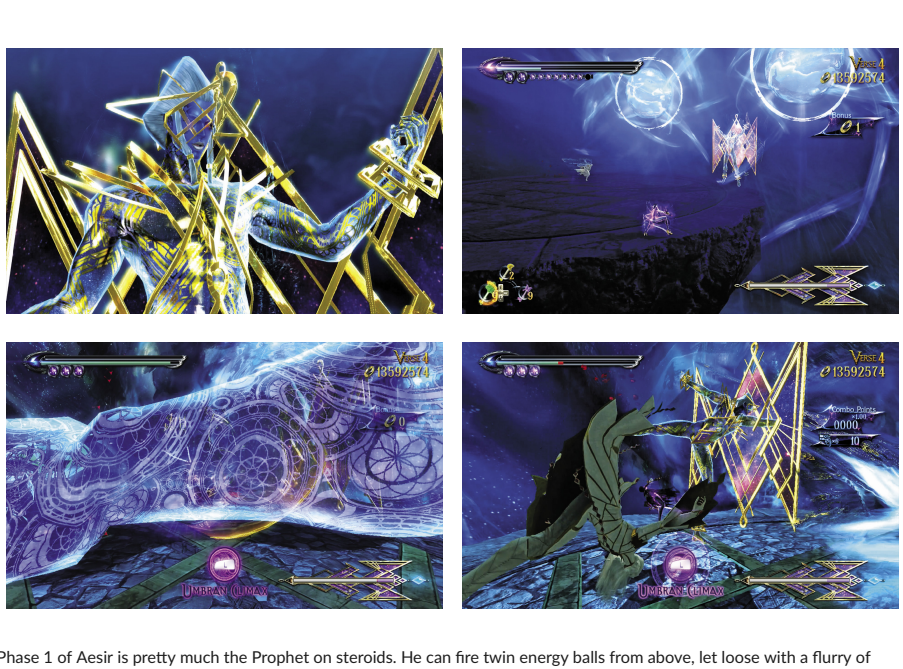
Every attack can be dodged, and as a bonus, comes out slowly enough to give Bayonetta a second to prepare. The only exception is the ground-based ice. Hold your ground, dodge around the field or go airborne for the few seconds the ice lingers.

As far as offense goes, the Masked Lumen strategy will work here (as well as for the rest of the battle, but that's getting ahead of ourselves). Dodge into Witch Time, rush in and attempt to get up to four P slashes with Rakshasa. Retreat (dodging if necessary) while firing your gun and waiting for another dodge opportunity. Do your best to keep your combo alive.

VS. AESIR (PHASE 1)

For Phase 1 you're fighting cooperatively with Balder, meaning that, as usual in co-op fights, you have a helping hand to whittle down vitality, but you also need to be extra-aggressive to keep your combo score up. However, don't be so aggressive that you miss a dodge opportunity, or worse, run straight into an attack.

The same offensive strategy used in the last Verse works against Aesir as well. With that out of the way, let's look at what you're up against.



Phase 1 of Aesir is pretty much the Prophet on steroids. He can fire twin energy balls from above, let loose with a flurry of punches and kicks, and he's got the same energy hands and fists as Prophet and Loptr. He also brings back the projected ground energy, and the large laser blast.

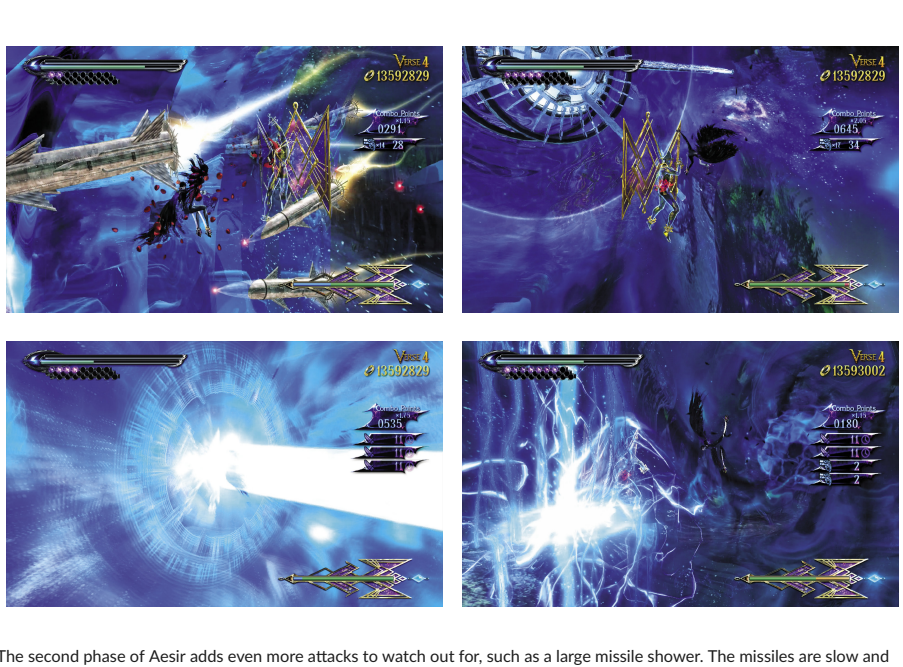
As you whittle down his vitality, he gains more attacks. The first is a slow motion spell cast over the entire battlefield (turning it red). You can—and should—interrupt this because otherwise the dodging timing on it is extremely strict. If you do get caught in the field, wiggle the Left Analog Stick to get out.

Aesir also fires multiple energy balls from the sky that home in and fly at you, reminiscent of Balder's mass feathers attack. Finally, he launches himself in a fast flight across the battlefield, much like an Applaud.

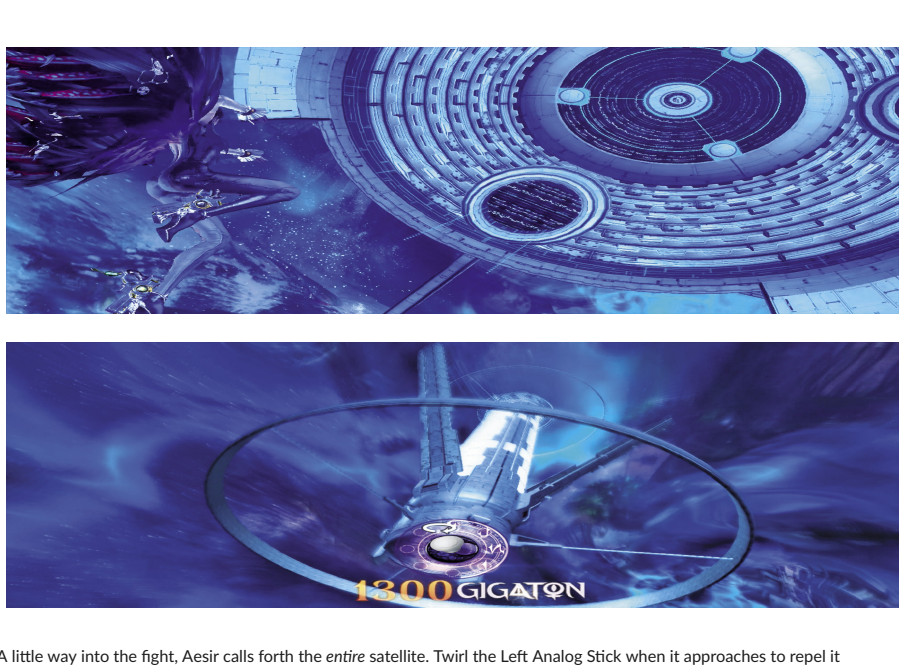
Further into the fight, Aesir opens a timewarp to call in divebombing planes! Indicators on the ground show where the bombs will hit. Don't be in any of these places!

Finally, when his vitality is low enough, he opens another timewarp to send in a satellite, blowing Balder away. It's now up to a flying Bayonetta to thwart Aesir's ambitions alone.

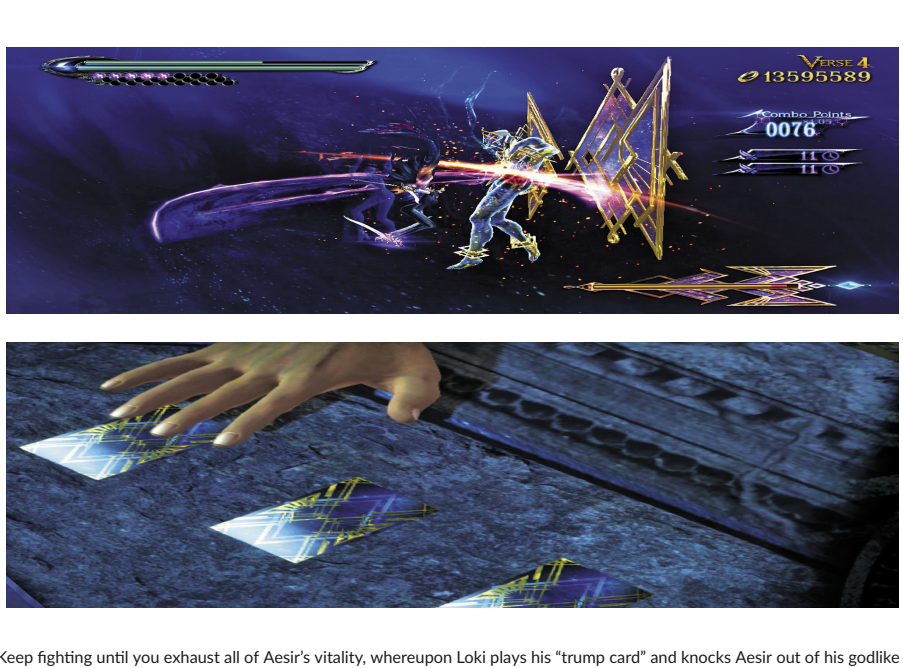
VS. AESIR (PHASE 2)



The second phase of Aesir adds even more attacks to watch out for, such as a large missile shower. The missiles are slow and easily dodged; there are just a lot of them. You've also got energy shots, energy waves, large laser blasts from both Aesir and his satellite, and lightning from below!



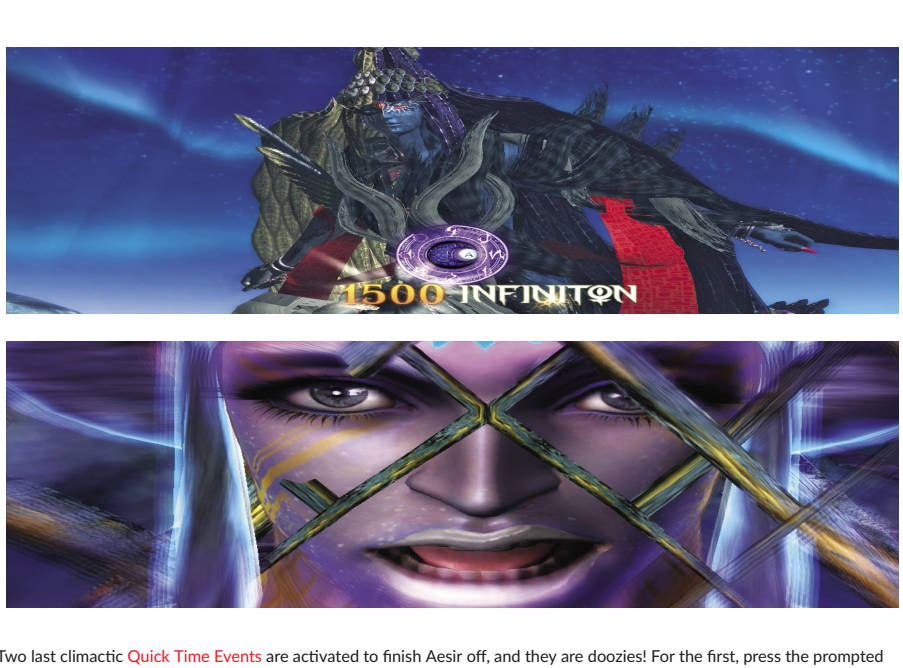
A little way into the fight, Aesir calls forth the entire satellite. Twirl the Left Analog Stick when it approaches to repel it Bayonetta-style.



Keep fighting until you exhaust all of Aesir's vitality, whereupon Loki plays his "trump card" and knocks Aesir out of his godlike state.

VS. AESIR (PHASE 3)

This is actually less of a phase and more of a supreme beatdown. With Aesir weakened, tag-team with Balder and get in your last few combo points!

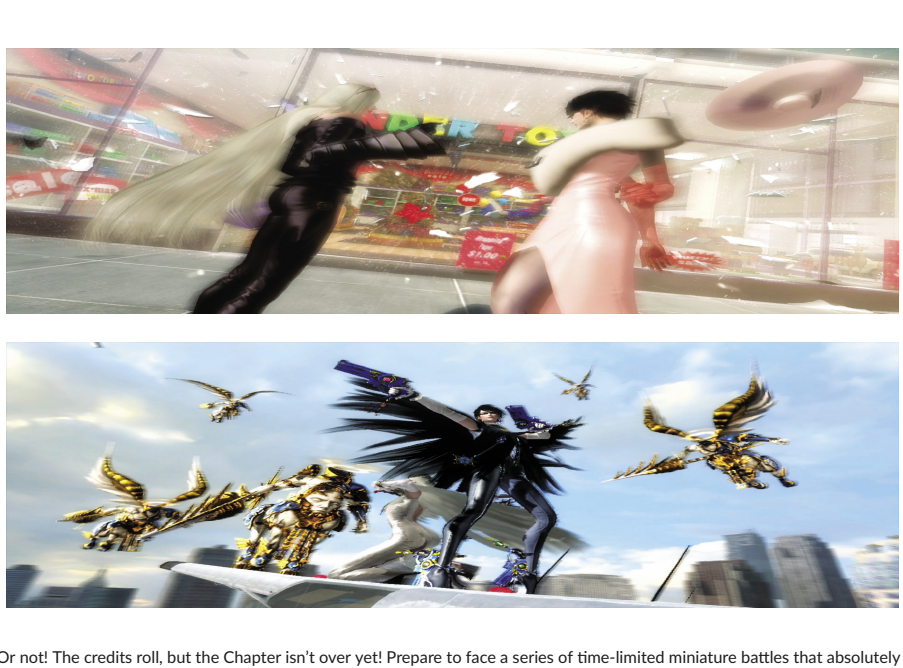


Two last climactic Quick Time Events are activated to finish Aesir off, and they are doozies! For the first, press the prompted buttons as quickly as possible.

1300 GIGATON

For the second, guide Aesir's flight path into the mouth of Jeanne's summoned demon using either the Left Analog Stick or (for an easier time) the stylus on the touch screen of the Wii U GamePad!

Then press buttons to give him the crunch treatment. That's game, everybody!



Or not! The credits roll, but the Chapter isn't over yet! Prepare to face a series of time-limited miniature battles that absolutely do count toward your end-of-Chapter score! Let's dance, boys!

CH16 V4	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	06:40	0	30030	06:40	0	30030	07:10	0	30030	07:40	0
GOLD	07:10	3000	13330	07:10	6000	13330	07:40	8000	13330	08:10	1000
SILVER	07:40	5000	9160	07:40	10000	9160	08:10	12000	9160	08:40	1400
BRONZE	08:10	7000	4980	08:10	14000	4980	08:40	16000	4980	09:10	1800
BOSS BONUS	100000			100000			100000			100000	

VERSE 5

BAYONETTA 2

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

ENEMIES: Acceptance (Spear) x2, Acceptance (Harp) x1, Accolade (Spear) x1, Compassion x5

In this Verse you have Loki with you but he won't be much help damage-wise. Do all of the damage you can against the Acceptances and Compassions as quickly as possible. You only have Love Is Blue, so fire shots along with your melee attacks and cover as much ground as possible.

CH16 V5	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	390	00:25	0	390	00:25	0	390	00:25	0
GOLD	00:26	100	340	00:26	500	340	00:26	1000	340	00:26	3000
SILVER	00:27	200	320	00:27	1000	320	00:27	2000	320	00:27	5000
BRONZE	00:28	800	310	00:28	1500	310	00:28	3000	310	00:28	7000
BOSS BONUS											

VERSE 6

ENVIRONMENT DESIGN LEAD
Hiroki Onishi
ENVIRONMENT DESIGN
Tetsuya Sasano
Yasutaka Maeki
Shohei Kameoka
Tetsuya Kawai
Yasuyuki Kaji
Nami Nishioka
Namie Higa
Hisahiro Tanaka
Asami Tsushima
Natsumi Tashiro
Shingo Saito

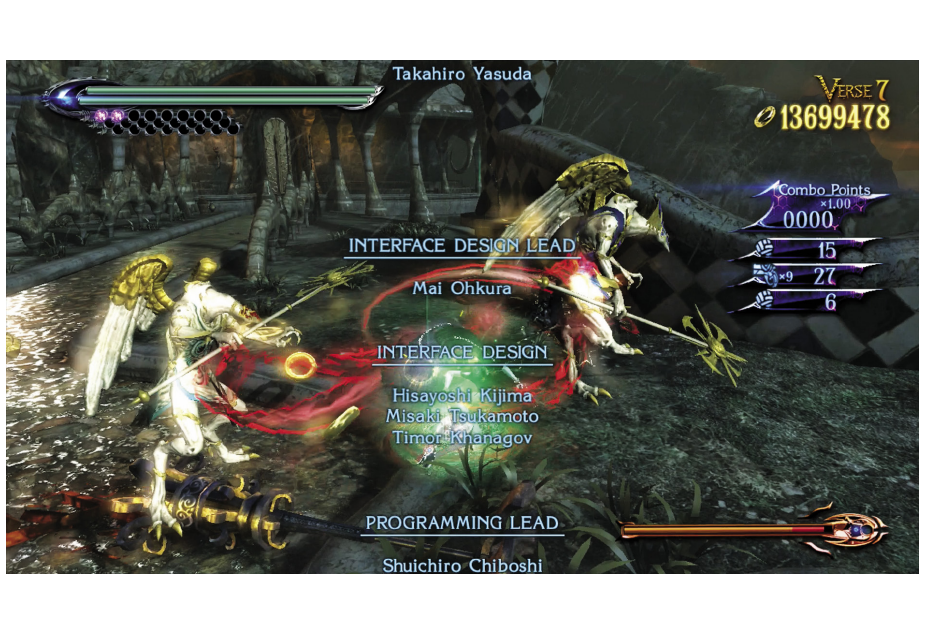
1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

ENEMIES: Masked Lumen

You're fighting the Masked Lumen here, but fortunately the game was nice enough to give you Rakshasa! If you're playing on any of the first three difficulties, go on the aggressive while dodging his attacks. On ∞ Climax this Verse is a lot harder, because you pretty much have to dodge every attack perfectly in order to go into Witch Time and be able to retaliate at all. Fail to get in enough attacks, and you'll run out of time!

CH16 V6	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	390	00:25	0	390	00:25	0	390	00:25	0
GOLD	00:26	150	340	00:26	300	340	00:26	600	340	00:26	1500
SILVER	00:27	300	320	00:27	600	320	00:27	1200	320	00:27	3000
BRONZE	00:28	450	310	00:28	900	310	00:28	1800	310	00:28	4500
BOSS BONUS	3000			3000			3000			3000	

VERSE 7



1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

ENEMIES: Affinity (Staff) x3, Affinity (Horn) x1, Affinity (Mace) x1, Applaud (Staff) x1, Decorations x3

You have Rosa with you as you relive Chapter XIII. Just like back then, try to tag more enemies than she does to build up your combo score. The most important objective, however, is to clear out all the enemies, period, before time runs out.

You actually have Bayonetta's classic Scarborough Fair guns this time around, so use them to hit enemies from afar!

CH16 V7	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	390	00:25	0	390	00:25	0	390	00:25	0
GOLD	00:26	200	340	00:26	400	340	00:26	800	340	00:26	2000
SILVER	00:27	400	320	00:27	800	320	00:27	1600	320	00:27	4000
BRONZE	00:28	600	310	00:28	1200	310	00:28	2400	310	00:28	6000
BOSS BONUS											

VERSE 8

Shuji Kohata
CINEMATIC DESIGN LEAD
Kunihiko Tsuda
CINEMATIC DESIGN
Hiroshi Tanaka
Tomohiro Nakano
Daisuke Kondo
Jumpei Akasaka
Mitsuhiro Kubo
Hiroyuki Eto
Shinji Utsunomiya
Shohei Fujimoto
Kouta Hosoda
Tomona Tsuzuki
Chinatsu Ishida
Atsuko Nishiguchi
Kunikazu Yanagisawa

1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

ENEMY: Beloved x6

Thankfully, the final two Verses of the game are freebies. Use the awesome power of the Umbran Armor to lay waste to Beloveds! Use the PPP combo, holding P on the last part of the combo.

CH16 V8	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	3750	00:25	0	3750	00:25	0	3750	00:25	0
GOLD	00:26	200	2100	00:26	400	2100	00:26	800	2100	00:26	2000
SILVER	00:27	400	1690	00:27	800	1690	00:27	1600	1690	00:27	4000
BRONZE	00:28	600	1280	00:28	1200	1280	00:28	2400	1280	00:28	6000
BOSS BONUS											

VERSE 9

ENGLISH ADAPTATION
Jean Pierre Kellams
Andrew Brasher
LOCALIZATION
Tim Van Ingen
Abebe Tinari
PRODUCER
Akiko Kuroda
SCHEDULE MANAGEMENT
Taku Saito

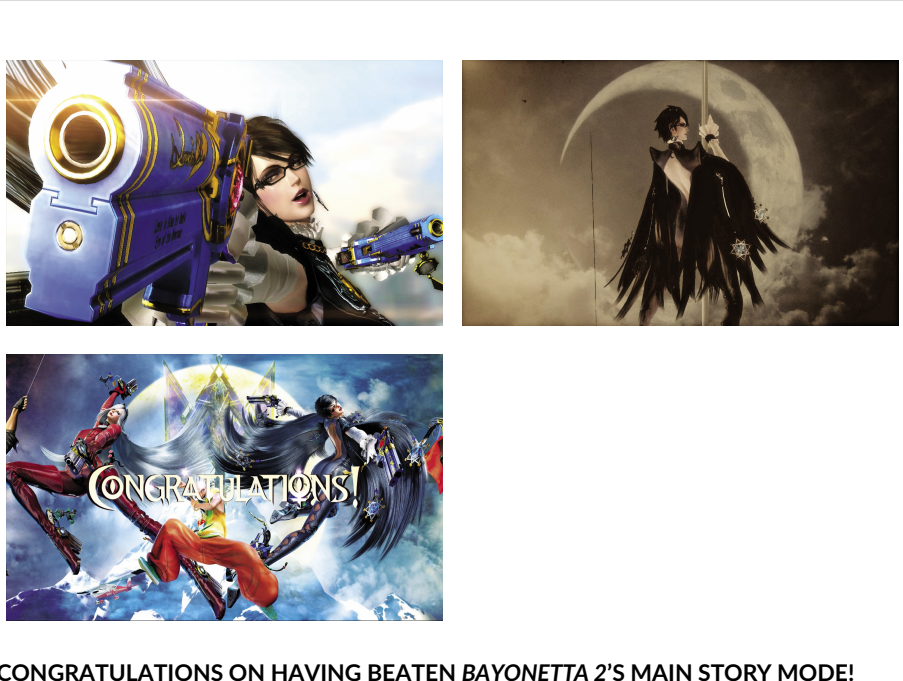
1ST CLIMAX/2ND CLIMAX/3RD CLIMAX/∞ CLIMAX (GO FOR PURE PLATINUM!)

ENEMIES: Acceptance (Spear) x7

In this final Verse, it's you and Jeanne against a slew of Acceptances. Do your best to herd the Acceptances directly in front of you so you can take them out all at once—preferably with Umbran Climax.

POST-CHAPTER SPOILS 1 Verse Card (Aesir)

CH16 V9	1ST CLIMAX			2ND CLIMAX			3RD CLIMAX			∞ C	
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAM
PLATINUM	00:25	0	1680	00:25	0	1680	00:25	0	1680	00:25	0
GOLD	00:26	100	1090	00:26	200	1090	00:26	400	1090	00:26	800
SILVER	00:27	200	950	00:27	400	950	00:27	800	950	00:27	160
BRONZE	00:28	400	800	00:28	800	800	00:28	1600	800	00:28	320
BOSS BONUS											



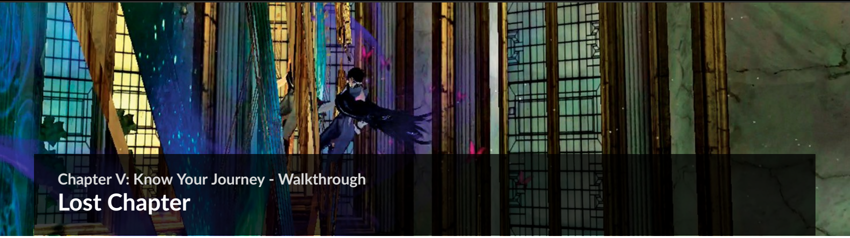
CONGRATULATIONS ON HAVING BEATEN *BAYONETTA 2*'S MAIN STORY MODE!

Sit back, enjoy the dance, check out the pretty pictures...but don't rest too long! You haven't seen everything there is to offer. Once you beat Story mode for the first time, the Lost Chapter opens up, boasting all-new challenges for the seasoned player—which, if you're reading this, includes you! Pick up that controller and dive headfirst into the challenge.

Tip

For more secrets that you can access post-game, check the Secrets & Extras section!

PRIMA GAMES



Chapter V: Know Your Journey - Walkthrough

Lost Chapter

Think you've finished *Bayonetta 2* once you've laid waste to Aesir? Think again. After the credits have rolled, the Lost Chapter opens up, inviting you test your skills against the toughest battles around!

The Lost Chapter is split up into five Witch Trials, each with their own loose themes when it comes to enemy placements. Read on to gain essential tips for surviving this unforgiving gauntlet.

WITCH TRIAL I (DIFFICULTY: 2ND CLIMAX)

Verse 1
12529905
Combo Points
×1.00
0040
20
×5 25
×7 35

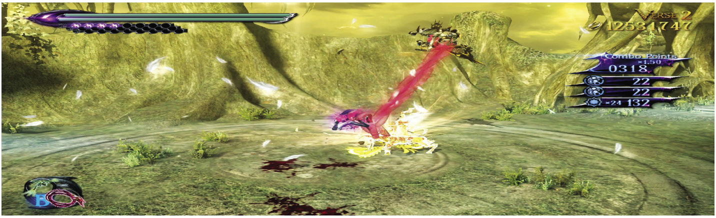
VERSE 1

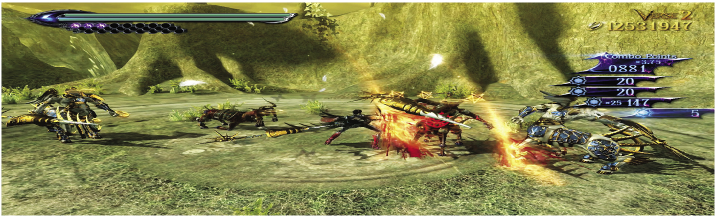
LOST 1 V1	2ND CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:15	0	390
GOLD	00:20	400	340
SILVER	00:25	800	320
BRONZE	00:30	1600	310
BOSS BONUS	0		

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: **Compassion x8**

The Compassions come out fairly slowly in this Verse, so your toughest challenge is keeping your combo going for high scores. Pick Compassions off one or more at a time, and use Stiletto to rocket to a new one each time you find yourself between fights.


VERSE 2
12531747
Combo Points
×1.50
0318
22
22
×24 132


VERSE 2
12531947
Combo Points
×3.75
0881
20
20
×25 147
5

VERSE 2

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: **Acceptance (Harp) x4, Acceptance (Spear) x4**

Keep one eye to the ground so you can see the Harp Acceptances' arrows—they're usually a little easier to dodge than the other Acceptances' spears for Witch Time. Otherwise, you've been here before. Dodge attacks, slice to ribbons during Witch Time, repeat.

LOST 1 V2	2ND CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:55	0	8910
GOLD	01:10	200	4420
SILVER	01:30	400	3300
BRONZE	01:55	800	2170
BOSS BONUS	0		

Verse 3
125334685
Combo Points
×2.40
0777
×2
2
×7
52

Verse 3
125335245
Combo Points
×9.99
1824
22
75
20
×6
30

VERSE 3

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: **Acceptance (Harp) x2, Accolade (Spear) x2, Urbane x1**

In this Verse you've got a big ol' Urbane stomping around while you're trying to get rid of some horses. Dodge the attacks from the small fry in order to destroy them during Witch Time. Take on the big cheese one-on-one by slamming him to the ground with Alruna by holding K during Witch Time, and whaling on him while he's helpless!

LOST 1V3	2ND CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	79980
GOLD	01:50	500	33850
SILVER	02:20	1000	22320
BRONZE	03:00	2000	10790
BOSS BONUS	0		

Verse 4
12545479
Witch Time
Combo Points
Combo Points
×2.05
0369
25
25
×28 210
×8 40

Verse 4
12545819
Combo Points
×2.80
0699
30
30
×11 82
×4 30
5
Torture Attack

VERSE 4

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: Acceptance (Harp) x4, Accolade (Twin Blades) x1

Use the arrow shots from the Acceptances for easy Witch Time dodges so you can take out the Accolade first. Then go for the Acceptances.

LOST 1 V4	2ND CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:50	0	6130
GOLD	01:05	300	3200
SILVER	01:25	600	2470
BRONZE	01:50	1200	1740
BOSS BONUS	0		

VERSE 5
12548133
Combo Points
×1.00
0000
20
×7 35

VERSE 5
12548603
Combo Points
×6.25
1312
37
25
×7 35
×9 67

VERSE 5

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: Acceptance (Harp) x2, Accolade (Spear) x4

Follow the same technique as last Verse for the Harp Acceptances. Spear Accolades' wide, telegraphed swings make dodging into Witch Time easy. If you find yourself overwhelmed by the Accolades, slam one or two to the ground with Alruna during Witch Time by holding K.

LOST 1 V5	2ND CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:10	0	30030
GOLD	01:25	300	13330
SILVER	01:45	600	9160
BRONZE	02:10	1200	4980
BOSS BONUS	0		

Verse 6
12554383
Witch Time
Combo Points
Combo Points
×1.05
0040
20
22
×15
75

Verse 6
12554383
Combo Points
×1.15
0157
75
20
20
×12
60

VERSE 6

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: Valiance x1

The bigger they are, the harder they fall! Dodge his sword, then bring him to the ground with the Alruna by holding K. While he's recovering, slice him with the Salamandra for all you're worth! Repeat until he's vanquished.

POST-CHAPTER SPOILS 1 Verse Card (Fortitudo)

LOST 1 V6	2ND CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:10	0	23000
GOLD	01:30	300	10400
SILVER	02:00	600	7250
BRONZE	02:40	1200	4100
BOSS BONUS	1500		

WITCH TRIAL II (DIFFICULTY: 3RD CLIMAX)

Verse 1
12591385
Combo Points
×1.75
0560
20
×5 8
×6 30

Verse 1
12591081
Combo Points
×1.05
0095
20
20
20
×24 120

VERSE 1

SUGGESTED WEAPON(S): Salamandra (Arms & Legs)

ENEMIES: Cachet x2, Compassion x5

Pick off all of the enemies, dodging and retaliating where applicable. The Cachets usually come to you, but use Stiletto to track down enemies yourself if you find yourself in an empty space.

LOST 2 V1	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:35	0	1870
GOLD	00:50	1000	1220
SILVER	01:10	2000	1050
BRONZE	01:35	4000	890
BOSS BONUS	0		

Verse 2
12593081
Combo Points
×2.40
0427
50
×5 25
×30 258

Verse 2
12593081
Witch Time
Combo Points
Combo Points
0064
30
45
×28 116

VERSE 2

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: Acceptance (Harp) x2, Accolade (Shield) x3

Witch Time and Umbran Climax are your best friends in this Verse, as you'll need both to get past the Accolades' shields and keep your combo multiplier up. Dodge every attack you can. You might want to leave the Acceptances for last, as their arrows make for easy Witch Time opportunities.

LOST 2 V2	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:10	0	10500
GOLD	01:25	600	5100
SILVER	01:45	1200	3750
BRONZE	02:10	2400	2400
BOSS BONUS	0		

VERSE 3
12599191
Combo Points
×1.30
0309
10
30
×14 77
×5 9

VERSE 3
12599581
Combo Points
×9.99
1800
60
24
×7 42
×2 12

VERSE 3

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: Belief x1, Accolade (Shield) x2

Use the same strategy as last Verse, except you might also want to occasionally use Witch Time to slam the Belief to the ground by holding K. This temporarily stops him from attacking, and leaves him a sitting duck.

LOST 2V3	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	59640
GOLD	01:50	600	25540
SILVER	02:20	1200	17010
BRONZE	03:00	2400	8480
BOSS BONUS	0		

Verse 4
12605530
Combo Points
×1.30
0150
30
75
×7 52
×11 55
Torture Attack

Verse 4
12605530
Combo Points
×3.75
0927
45
45
×9 81

VERSE 4

SUGGESTED WEAPON(S): Salamandra (Arms & Legs)

ENEMIES: Enrapture x2, Acceptance (Harp) x2, Accolade (Twin Blades) x1

This all comes down to your dodging skills. The Accolade's blade attacks are fast, and arrows from the Acceptances rain from above. It's your choice as to whether or not you want to take out the Enraptures first (an enraged Accolade swings even *faster*) or leave them alive for more points. Whatever choice you make, slice and dice until all are destroyed.

LOST 2 V4	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:40	0	3940
GOLD	00:50	600	2210
SILVER	01:05	1200	1770
BRONZE	01:25	2400	1340
BOSS BONUS	0		

Verse 5
12607971
Combo Points
×1.50
0378
20
×3 22
11
×4 20

Verse 5
12608101
Combo Points
×6.25
1307
25
25
×14 84
×2 10

VERSE 5

SUGGESTED WEAPON(S): Salamandra (Arms & Legs)

ENEMIES: Accolade (Hammer) x3, Enrapture x2

This one's a much easier choice. Destroy the Enraptures ASAP, because Accolade hammers hurt like nothing else, and a faster attack rate only means increased pain. With them out of the way you can more easily dodge the hammers, then retaliate with Salamandra swipes during Witch Time. Don't get crowded!

LOST 2V5	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:00	0	14710
GOLD	01:15	800	6900
SILVER	01:35	1600	4950
BRONZE	02:00	3200	3000
BOSS BONUS	0		

Verse 6
12611677
Combo Points
×2.05
0551
36
24
×2 5
×3 18
×2 18

Verse 6
12612047
Combo Points
×7.80
1621
24
24
1
×20 112

VERSE 6

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: Enrapture x4, Gravitas x1

Destroy the Enraptures first again to make the Gravitas a much easier time. Once Gravitas is alone, slam him to the ground by holding K during Witch Time, then attack without mercy!

LOST 2 V6	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:40	0	34040
GOLD	02:00	1000	15000
SILVER	02:30	2000	10240
BRONZE	03:10	4000	5470
BOSS BONUS	0		

Verse 7
12618242
Combo Points
×1.05
0020
50
20
20
×21 105

Verse 7
12618682
Combo Points
×2.80
0785
30
×34 190

VERSE 7

SUGGESTED WEAPON(S): Salamandra (Arms & Legs)

ENEMIES: Compassion x6, Fidelity x3

Dodge and slice, dodge and dice. This Verse is straightforward, but keep an eye on your surroundings as both enemy types here are mobile and can come from all sides.

LOST 2V7	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:45	0	7660
GOLD	01:00	400	3890
SILVER	01:20	800	2950
BRONZE	01:45	1600	2010
BOSS BONUS	0		

Verse 8
12620980
Witch Time
Combo Points
Combo Points
×1.00
0000
22
22
×5
8

Verse 8
12620980
Combo Points
×1.30
0264
11
16
12
1

VERSE 8

SUGGESTED WEAPON(S): Rakshasa (Arms)

ENEMIES: Masked Lumen

Your combo score requirement's pretty high, so equip Rakshasa here. Dodge the Lumen's attacks, retaliate with up to four slashes, dodge away, fire your gun until he attacks again, then repeat. Never break the combo if you can help it. Because this is 3rd Climax, some Umbran Climax attacks will work outside of Witch Time, but not all.

POST-CHAPTER SPOILS 1 Verse Card (Iustitia)

LOST 2 V8	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	3750
GOLD	01:50	400	2100
SILVER	02:20	800	1690
BRONZE	03:00	1600	1280
BOSS BONUS	3000		

WITCH TRIAL III (DIFFICULTY: 3RD CLIMAX)

VERSE 1
149019
Combo Points
×1.30
0282
52
30
15

VERSE 1
149169
Combo Points
×2.80
0819
10
10
UMBRAN CLIMAX

VERSE 1

SUGGESTED WEAPON(S): Salamandra (Arms & Legs)

ENEMIES: Fury x10

You have to do a little bit of air-chasing to bring down the Furies, but it’s worth it. Treat them like Compassions or Decorations. Use Stiletto to rocket to a new Fury, and pick them off as quickly as you can.

LOST 3 V1	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:50	0	4730
GOLD	01:05	200	2550
SILVER	01:25	400	2010
BRONZE	01:50	800	1460
BOSS BONUS	0		

VERSE 2
150368
Bonus
54

VERSE 2
150911
Combo Points
x1.15
0067
67
75

VERSE 2

SUGGESTED WEAPON(S): Salamandra (Arms & Legs)

ENEMIES: Hideous (Twin Blades) x1, Hideous (Scythe) x2, Hideous (Gun) x2

Dodge the attacks of the Hideous and counter with Salamandra swipes. Pay special attention to the attacks of the Gun Hideous—if you see a red trail on the ground extending toward you, get ready to dodge!

LOST 3 V2	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:55	0	10500
GOLD	01:10	600	5100
SILVER	01:30	1200	3750
BRONZE	01:55	2400	2400
BOSS BONUS	0		

Verse 3
153324
Combo Points
×1.15
0179
15
18
18

Verse 3
153324
Combo Points
×1.75
0416
60
90
20

VERSE 3

SUGGESTED WEAPON(S): Salamandra or Takemikazuchi (Arms), Alruna (Legs)

ENEMIES: Pain x2

You're up against two fairly mobile heavy hitters. Your best course of action? *Hit harder.* During Witch Time, slam one to the ground by holding K for the occasional breather. In all other situations, dodge and repeatedly smack them with your arm-equipped weapon.

LOST 3V3	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	02:00	0	123480
GOLD	02:20	600	51550
SILVER	02:50	1200	33570
BRONZE	03:30	2400	15590
BOSS BONUS	0		

Verse 4
167090
Combo Points
×1.30
0101
101
101
×5
7

Verse 4
167356
Witch Time
Combo Points
Combo Points
×3.25
0846
67
Torture Attack

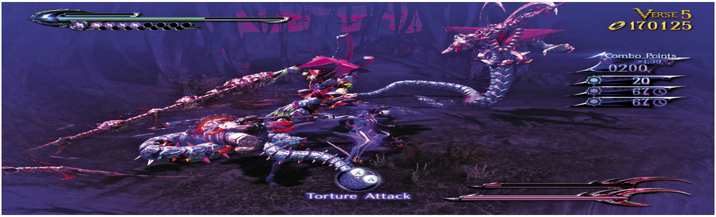
VERSE 4

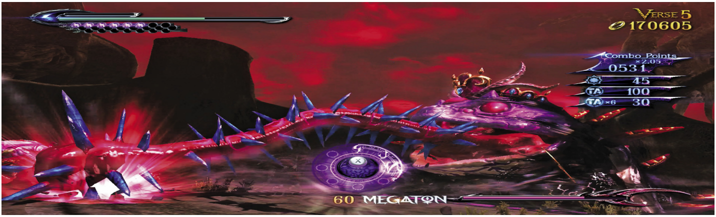
SUGGESTED WEAPON(S): Salamandra or Takemikazuchi (Arms)

ENEMIES: Malicious x1, Hideous (Twin Blades) x3

Down the Malicious first—unless you're really hungering for the extra points, the last thing you need is six super-fast angry blades after you. The wide swings of the Takemikazuchi can lay down some crowd control if you need it.

LOST 3 V4	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:50	0	5880
GOLD	01:05	600	3070
SILVER	01:25	1200	2370
BRONZE	01:50	2400	1670
BOSS BONUS	0		


Verse 5
170125
Combo Points
×1.30
0200
20
67
67
Torture Attack


Verse 5
170605
Combo Points
×2.05
0531
45
100
30
60 MEGATON

VERSE 5

SUGGESTED WEAPON(S): Salamandra or Takemikazuchi (Arms)

ENEMIES: **Resentment x2, Fury x2**

Once again, the Takemikazuchi comes in handy—a staggered Resentment is a Resentment who isn't attacking you. That said, the Salamandra is the best way to gain combo score in this scenario, so keep it around as an option. You can apply Torture Attacks on the Resentments, but do this only as a last resort, as it will, again, hurt your combo score.

LOST 3V5	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:10	0	8750
GOLD	01:25	600	4340
SILVER	01:45	1200	3240
BRONZE	02:10	2400	2140
BOSS BONUS	0		

Verse 6
172332
Umbran Climax

Verse 6
172332
Witch Time
Combo Points
Combo Points
×1.05
0171
15
5

VERSE 6

SUGGESTED WEAPON(S): Salamandra (Arms)

ENEMIES: **Phantasmaraneae**

Handle this spider the same way you did in Chapter X—by dodging its slow attacks and retaliating with blades! You won't even have to deal with its offspring during this battle, making things much easier!

LOST 3 V6	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	23000
GOLD	01:50	700	10400
SILVER	02:20	1400	7250
BRONZE	03:00	2800	4100
BOSS BONUS	0		

VERSE 7
176201
Combo Points
×1.30
0134
67
67
45

VERSE 7
176315
Combo Points
×5.55
1162
60
60
60

VERSE 7

SUGGESTED WEAPON(S): Salamandra or Takemikazuchi (Arms)

ENEMIES: Hatred x1, Hideous (Gun) x2

This one's a bit of a breather after that last boss fight. Keep an eye out for the Hatred's scythe swipes while avoiding the Hideous's gun blasts. Watch for that red line on the ground!

LOST 3V7	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:00	0	5880
GOLD	01:15	800	3070
SILVER	01:35	1600	2370
BRONZE	02:00	3200	1670
BOSS BONUS	0		

VERSE 8
178049
Combo Points
×1.50
0277
45
67
67

VERSE 8
178242
Combo Points
×1.05
0000
45
90
L
UMBRAN CLIMAX

VERSE 8

SUGGESTED WEAPON(S): Salamandra (Arms)

ENEMIES: Malicious x1, Greed x1

It's actually a viable strategy to keep the Malicious alive so you can attack the angered Greed for more points. The choice is yours.

LOST 3 V8	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:45	0	2930
GOLD	01:00	600	1710
SILVER	01:20	1200	1410
BRONZE	01:45	2400	1100
BOSS BONUS	0		

Verse 9
180291
Combo Points
×1.05
0045
45
45
10

Verse 9
180636
Bonus
0

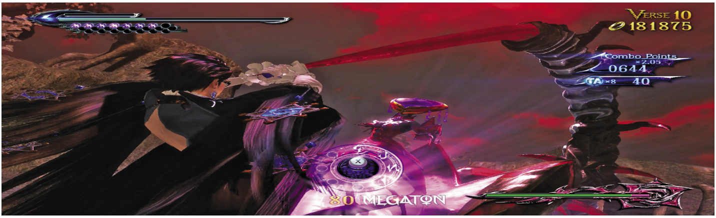
VERSE 9

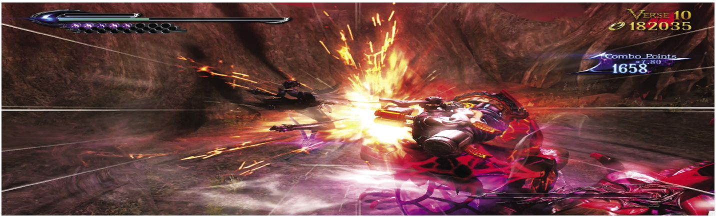
SUGGESTED WEAPON(S): Rakshasa (Arms)

ENEMIES: Fury x4, Sloth x1

You're up against a Sloth on 3rd Climax, which means you'll have to match blades. Keep your combo score up by handling the Furies when you can't quite get a bead on the Sloth. It's tough to Pure Platinum this Verse, but not impossible.

LOST 3V9	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:05	0	5880
GOLD	01:25	600	3070
SILVER	01:55	1200	2370
BRONZE	02:35	2400	1670
BOSS BONUS	0		


Verse 10
181875
Combo Points
×2.05
0644
TA ×8
40
80 MEGATON


Verse 10
182035
Combo Points
×7.80
1658

VERSE 10

SUGGESTED WEAPON(S): Salamandra or Takemikazuchi (Arms), Alruna (Legs)

ENEMIES: Alraune (2nd Form)

This is the same fight as in Chapter XI, except now you both have much less room to move around. Make this work to your advantage by not giving an inch. Attack relentlessly while looking for Alraune's attack tells, and punish everything she throws out. Alraune can be taken down with her own weapon fairly easily by holding K during Witch Time or Umbran Climax.

POST-CHAPTER SPOILS 1 Verse Card (Temperantia)

LOST 3 V10	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:00	0	10500
GOLD	01:20	800	5100
SILVER	01:50	1600	3750
BRONZE	02:30	3200	2400
BOSS BONUS	3000		

WITCH TRIAL IV (DIFFICULTY: 3RD CLIMAX)

VERSE 1
92621
Combo Points
×1.05
0173
×9 15
×8 21

VERSE 1
92621
Combo Points
×1.05
0188
×61 171

VERSE 1

SUGGESTED WEAPON(S): Salamandra (Arms)

ENEMIES: Compassion x3, Decorations x6

The feared tiny angels of *Bayonetta* and *Bayonetta 2* team up! It's a shame that doesn't make them any harder to kill. Use your guns and your chainsaws and slice them to bits. Use Stiletto to track them down if they start moving too quickly.

LOST 4 V1	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	00:25	0	960
GOLD	00:40	160	720
SILVER	01:00	320	650
BRONZE	01:25	640	590
BOSS BONUS	0		

VERSE 2
94951
Combo Points
×4.30
0951
30
×2 15
5
×11 82

VERSE 2
95660
Combo Points
×1.30
0302
20
30
×4 20
×7 52

VERSE 2

SUGGESTED WEAPON(S): Salamandra (Arms & Legs)

ENEMIES: **Acceptance (Harp) x3, Affinity (Staff) x1, Affinity (Mace) x1, Affinity (Horn) x3, Accolade (Twin Blades) x1**

This one's a running gauntlet of angels, all of which you know how to deal with by now. Dodge the arrows from the Acceptances, and the horn blasts from the Affinities. Use all of the gained Witch Time opportunities to take out the Accolade so you don't have to try to dodge his fast attacks one-on-one!

LOST 4 V2	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:15	0	23580
GOLD	01:30	600	10660
SILVER	01:50	1200	7430
BRONZE	02:15	2400	4200
BOSS BONUS	0		

Verse 3
98744
Combo Points
x1.00
0030
45
Y

Verse 3
101049
Combo Points
x1.30
0225
45
45
45
Y
L
Umbran Climax

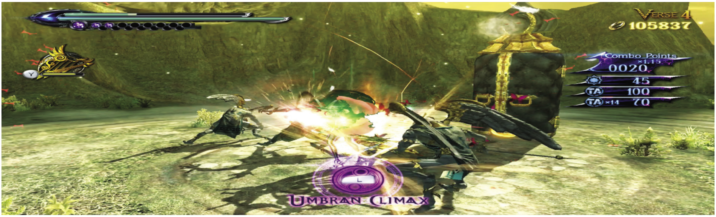
VERSE 3

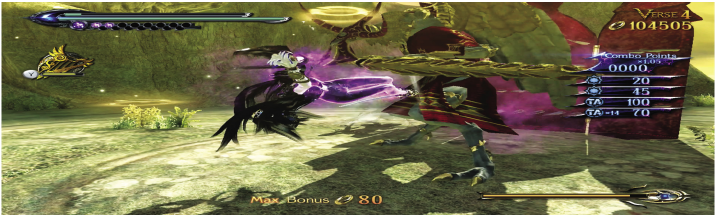
SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: Cachet x2, Beloved x1, Beloved (Lava) x1

The Cachets aren't much to worry about—just make sure their drill attacks don't catch you unaware. What is worrisome, however, are the heavy attacks from the Beloveds. Hold K during Witch Time to have Bayonetta bring down these giant beasts with the Alruna, then slice them up!

LOST 4V3	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	02:30	0	237370
GOLD	02:50	700	97650
SILVER	03:20	1400	62720
BRONZE	04:00	2800	27790
BOSS BONUS	0		


Verse 4
105837
Combo Points
×1.15
0020
45
100
70
×14
Umbran Climax


Verse 4
104505
Combo Points
×1.05
0000
20
45
100
70
×14
Max Bonus 80

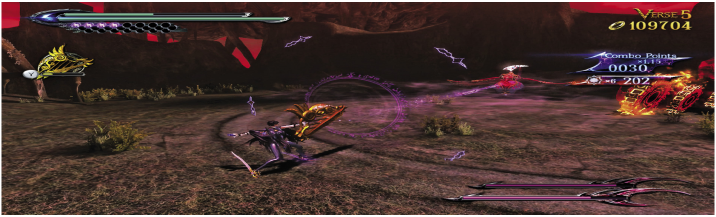
VERSE 4

SUGGESTED WEAPON(S): Salamandra (Arms & Legs)

ENEMIES: Affinity (Mace) x1, Affinity (Staff) x2, Applaud (Bow) x1, Applaud (Staff) x2

This Verse sports another cadre of low-level angels from the original *Bayonetta*. Dodge, then retaliate. Keep in mind the many different types of weapons being used against you here, and be mindful of attacks from afar.

LOST 4 V4	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:00	0	20480
GOLD	01:15	600	9360
SILVER	01:35	1200	6580
BRONZE	02:00	2400	3800
BOSS BONUS	0		


Verse 5
109704
Combo Points
×1.15
0030
×6 202

Verse 5
109704
Witch Time
Combo Points
×1.75
0520
30
×20 20
×2 15

VERSE 5

SUGGESTED WEAPON(S): Salamandra (Arms & Legs)

ENEMIES: Malicious x1, Pride x1

If you can take the heat, let the Malicious live and attack the Pride to rake in the points. Otherwise, defeat the Malicious ASAP, then go for the Pride.

LOST 4V5	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:15	0	17190
GOLD	01:30	600	7960
SILVER	01:50	1200	5650
BRONZE	02:15	2400	3340
BOSS BONUS	0		

Verse 6
113096
Combo Points
×3.25
0879
×6 45
Umbran Climax

Verse 6
113096
Witch Time
Combo Points
Combo Points
×3.25
0879
30
×6 45
×4 30
Umbran Climax

VERSE 6

SUGGESTED WEAPON(S): Salamandra or Rakshasa (Arms)

ENEMIES: Alraune (1st Form)

The first form of Alraune acts the same way as she did in Chapter XI, and you're not fighting her on ∞ Climax, so you've got a bit of leeway. Dodge her spinning attacks and retaliate with your weapon of choice for a short time before jumping away and firing your gun. When she puts down her flowers, destroy them ASAP. Follow this general strategy to emerge victorious.

LOST 4 V6	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	10500
GOLD	01:50	650	5100
SILVER	02:20	1300	3750
BRONZE	03:00	2600	2400
BOSS BONUS	3000		

Verse 7
118830
Combo Points
×1.05
0020
100
×2 10
×13 65

Verse 7
119930
Combo Points
×2.05
0557
20
100
×6 30
×5 21
×14 70

VERSE 7

SUGGESTED WEAPON(S): Salamandra (Arms)

ENEMIES: Enrapture x2, Fearless x1, Fairness x1

Fearless and Fairness are tough enough without being angered by Enraptures. In the interest of points, try to hold out as long as you can against F&F in their angered states before taking the Enraptures down. Watch out for F&F's bite attacks and tail attacks at all times.

LOST 4V7	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:00	0	8750
GOLD	01:10	600	4340
SILVER	01:25	1200	3240
BRONZE	01:45	2400	2140
BOSS BONUS	0		

Verse 8
123043
Combo Points
×1.30
0261
10
10

Verse 8
123342
Combo Points
×1.30
0340
20

VERSE 8

SUGGESTED WEAPON(S): Salamandra (Arms)

ENEMIES: Golem

A single Golem without backup is a simple dodge-and-strike-back affair. Use the same strategies you did in Chapters VIII and IX and it'll fall with ease.

LOST 4 V8	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	59640
GOLD	01:45	500	25540
SILVER	02:05	1000	17010
BRONZE	02:30	2000	8480
BOSS BONUS	3000		

VERSE 9
129324
Combo Points
×1.30
0297
×14 99
L
UMBRAN CLIMAX

VERSE 9
129324
Combo Points
×2.05
0637
30
30
×7 52
L
UMBRAN CLIMAX

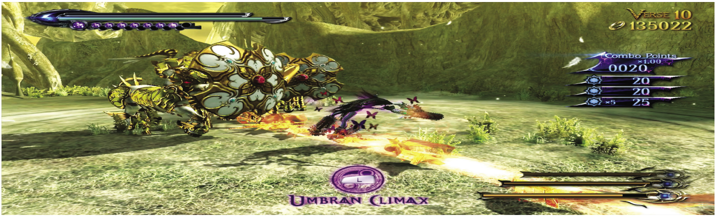
VERSE 9

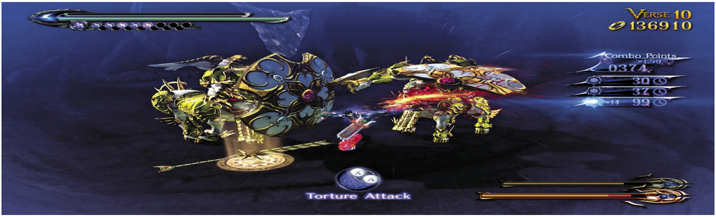
SUGGESTED WEAPON(s): Salamandra or Rakshasa (Arms)

ENEMIES: Loptr

This actually plays out a lot like the Golem fight, as well as Loptr's own fight in Story mode. Watch out for Loptr's multi-layered attacks. Once you've dodged into Witch Time, rush in and get as many strikes as you can before your advantage fades.

LOST 4V9	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	5880
GOLD	01:50	300	3070
SILVER	02:20	600	2370
BRONZE	03:00	1200	1670
BOSS BONUS	5000		


Verse 10
135022
Combo Points
×1.00
0020
20
20
×5 25
Umbran Climax


Verse 10
136910
Combo Points
×1.50
0374
30
37
×14 99
Torture Attack

VERSE 10

SUGGESTED WEAPON(S): Salamandra (Arms)

ENEMIES: Allegiance x1, Accolade (Shield) x2

You may be out of boss territory (for now), but that doesn't mean the battles get any easier! You're up against three shield masters. Umbran Climax is most certainly your friend here. Abuse it as you look for as many dodge openings as possible.

LOST 4 V10	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:00	0	5880
GOLD	01:15	600	3070
SILVER	01:35	1200	2370
BRONZE	02:00	2400	1670
BOSS BONUS	0		

Verse 11
140562
Combo Points
×1.05
0190
×13
13

Verse 11
140922
Witch Time
Combo Points
Combo Points
×5.55
1291
20
30
30
×17
21
×10
75
Torture Attack

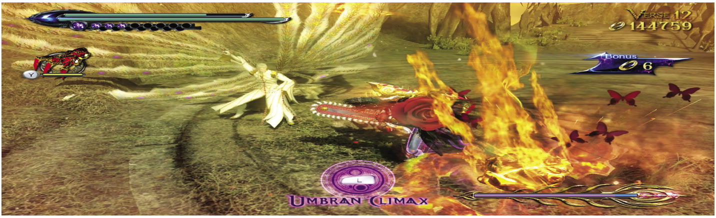
VERSE 11

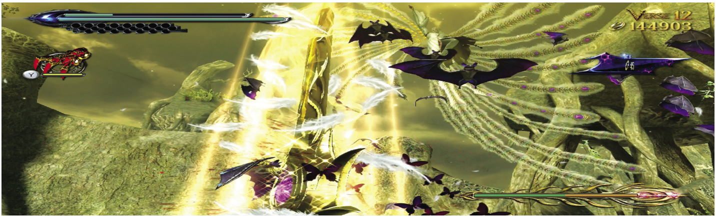
SUGGESTED WEAPON(S): Salamandra (Arms)

ENEMIES: Fidelity x2, Grace x1, Glory x1

Defeating these enemies together is a case of outmaneuvering. Use Dodge Offset, dodge cancelling, and Panther Within cancelling liberally as you weave through your foes, then flank them and slice!

LOST 4V11	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	12480
GOLD	01:55	600	5950
SILVER	02:15	1200	4320
BRONZE	02:40	2400	2690
BOSS BONUS	0		


Verse 12
144759
Bonus
6
Umbran Climax


Verse 12
144903

VERSE 12

SUGGESTED WEAPON(S): Rakshasa (Arms)

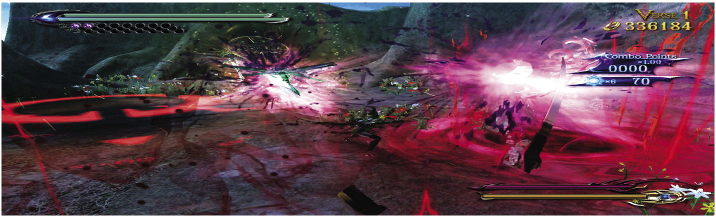
ENEMIES: **Balder**

Balder fights the same as he always does, but the smaller arena actually makes him a little easier than usual. Dodge, slash, dodge away, shoot, repeat. Because this is 3rd Climax, you have some mild leeway with weapon choice. If the Rakshasa are making the fight go a bit slowly for you, try subbing in the Salamandra or the Takemikazuchi.

POST-CHAPTER SPOILS **1 Verse Card (Sapientia)**

LOST 4 V12	3RD CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	02:30	0	2930
GOLD	02:50	400	1710
SILVER	03:20	800	1410
BRONZE	04:00	1600	1100
BOSS BONUS	5000		

WITCH TRIAL V DIFFICULTY: ∞ CLIMAX


Verse 1
336184
Combo Points
x1.00
0000
x6
70

Verse 1
336234
Combo Points
0526
22
12
12

VERSE 1

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: Enrapture x1, Allegiance x1, Hatred x1

Your first order of business is to run straight ahead and take out the Enrapture, which should take you about two seconds. After that, go for the Allegiance and Hatred. You can whip both to the ground by pressing KK, while holding the button on the second press of K, during Witch Time. Repeat until they're destroyed.

LOST 5 V1	∞ CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	7220
GOLD	01:50	2000	3670
SILVER	02:20	4000	2780
BRONZE	03:00	8000	1890
BOSS BONUS	0		

VERSE 2
338349
Combo Points
×1.05
0180
×2
20
UMBRAN CLIMAX

VERSE 2
338349
Combo Points
×1.30
0264
12
12
12
UMBRAN CLIMAX

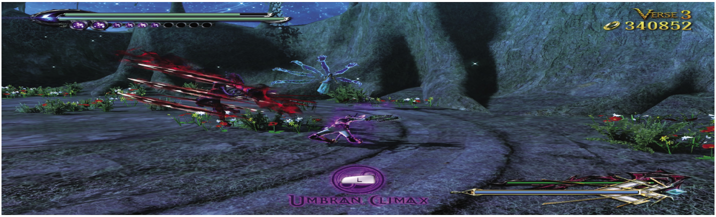
VERSE 2

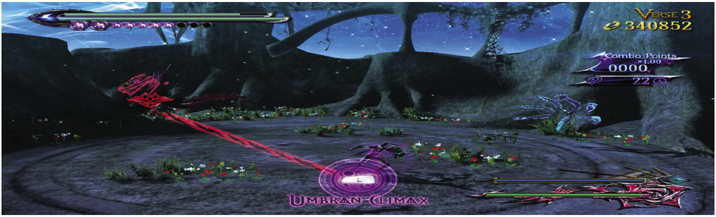
SUGGESTED WEAPON(S): Salamandra or Kafka (Arms), Alruna (Legs)

ENEMIES: **Allegiance x2**

One Allegiance is bad enough, but two can get under your skin real fast. Dodge an attack, then down both of them at the same time with the same procedure described in Verse 1. Whale on them as they recover, and repeat the process.

LOST 5 V2	∞ CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	23000
GOLD	02:00	1500	10400
SILVER	02:40	3000	7250
BRONZE	03:30	8000	4100
BOSS BONUS	0		


VERSE 3
340852
L
UMBRAN CLIMAX


VERSE 3
340852
Combo Points
×1.00
0000
22
L
UMBRAN CLIMAX

VERSE 3

SUGGESTED WEAPON(S): Rakshasa (Arms), Alruna (Legs)

ENEMIES: Alraune, Loptr

The ∞ Climax Rakshasa trick works here, but you can arguably have a better time of things by dodging either boss's attack, then slamming them to the ground by holding K. In this Verse, bosses take more damage than they do in Story mode, so the Verse will go quicker than you think.

LOST 5V3	∞ CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	02:00	0	5880
GOLD	02:30	2500	3070
SILVER	03:10	5000	2370
BRONZE	04:00	8000	1670
BOSS BONUS	8000		

Verse 4
349461
Combo Points
×1.05
0095
22
12
L
Umbran Climax

Verse 4
349502
Combo Points
×1.15
0098
12
12
TA 100
TA ×7 35
Y
80 MEGATON

VERSE 4

SUGGESTED WEAPON(S): Salamandra (Arms), Alruna (Legs)

ENEMIES: Fearless x1, Fairness x1, Greed x1

Use Witch Time to gain the opportunity to slam down at least one enemy with Alruna as in previous Verses. If you find yourself needing a vitality refill here, equip the Mallet of Rewards accessory and finish at least one of these beasties with a Torture Attack.

LOST 5 V4	∞ CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	01:30	0	17190
GOLD	01:40	1500	7960
SILVER	01:55	3000	5650
BRONZE	02:05	8000	3340
BOSS BONUS	0		

VERSE 5
355047
Combo Points
×1.00
0000
50
×6
36

VERSE 5
355055
Combo Points
×1.00
0000
22

VERSE 5

SUGGESTED WEAPON(S): Rakshasa (Arms), Alruna (Legs)

ENEMIES: **Prophet, Masked Lumen**

Follow the exact procedure as in Verse 3. Dodge, then either slice or slam during Witch Time. Make sure to engage only one boss at a time—this fight moves so fast you won't have time to engage both!

LOST 5V5	∞ CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	03:00	0	8750
GOLD	03:30	1000	4340
SILVER	04:10	2000	3240
BRONZE	05:00	8000	2140
BOSS BONUS	8000		

Verse 6
363759

Verse 6
363613
Witch Time
Combo Points
Combo Points
×1.00
0000
22
×13
13

VERSE 6

SUGGESTED WEAPON(S): Rakshasa (Arms), Alruna (Legs)

ENEMIES: Aesir

This would be a reprieve from the double-boss fights, except that Aesir has loads of attacks and they all love to fill the screen. The same tactics from Verses 3 and 5 apply, except you'll have to keep an eye out for attacks that can come from absolutely anywhere.

LOST 5 V6	∞ CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	02:30	0	3750
GOLD	03:00	2000	2100
SILVER	03:40	4000	1690
BRONZE	04:30	8000	1280
BOSS BONUS	5000		

VERSE 7

SUGGESTED WEAPON(S): Rakshasa (Arms), Alruna or Salamandra (Legs)

ENEMIES: Sloth x1, Grace x1, Glory x1

Grace and Glory by themselves are bad enough, but then you have a Sloth mucking up things. Bring in Rakshsa and as many defensive accessories as you can; you'll be doing a whole lot of dodging. Any one of these enemies on ∞ Climax can shale your vitality meter down to nothing in a heartbeat.

LOST 5V7	∞ CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	02:30	0	2240
GOLD	02:50	1500	1380
SILVER	03:20	3000	1160
BRONZE	04:00	8000	940
BOSS BONUS	0		

VERSE 8

SUGGESTED WEAPON(S): Rakshasa (Arms), Alruna or Salamandra (Legs)

ENEMIES: Bayonetta x1, Jeanne x1

Veterans of the original Bayonetta have been in this kind of scenario before. For those who started with Bayonetta 2, treat this like the other boss fights, except Umbra Witches really know how to play the range game. You'll be abusing your dodge, Panther Within and the Moon of Mahaa-Kalaa a lot as you fight to control space on this small battlefield.

LOST 5 V8	∞ CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	05:00	0	880
GOLD	05:30	2000	650
SILVER	06:10	4000	590
BRONZE	07:00	8000	540
BOSS BONUS	10000		

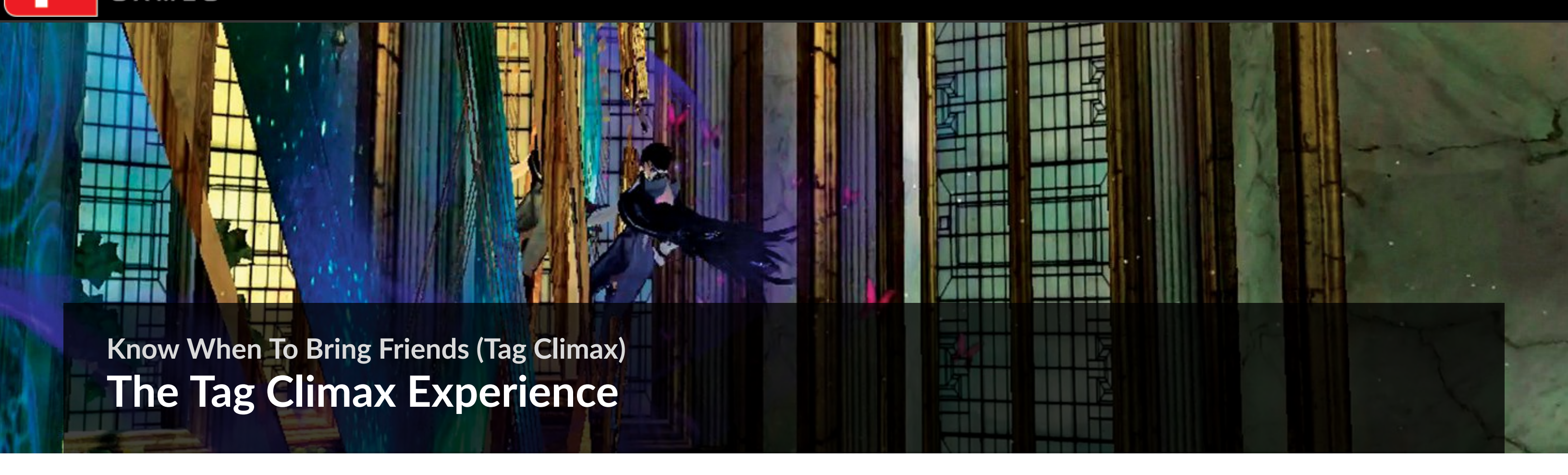
VERSE 9

SUGGESTED WEAPON(S): Rakshasa (Arms), Alruna or Salamandra (Legs)

ENEMIES: Rosa x1, Balder x1

You already know how to fight Balder, but Rosa brings a powerful ranged game to the table which perfectly complements him. Play this Verse similarly to the last, only faster. Luck and skill be with you —this is the home stretch!

LOST 5V9	∞ CLIMAX		
	TIME	DAMAGE	COMBO
PLATINUM	05:00	0	1800
GOLD	05:30	2000	1170
SILVER	06:10	4000	1010
BRONZE	07:00	8000	860
BOSS BONUS	999999		

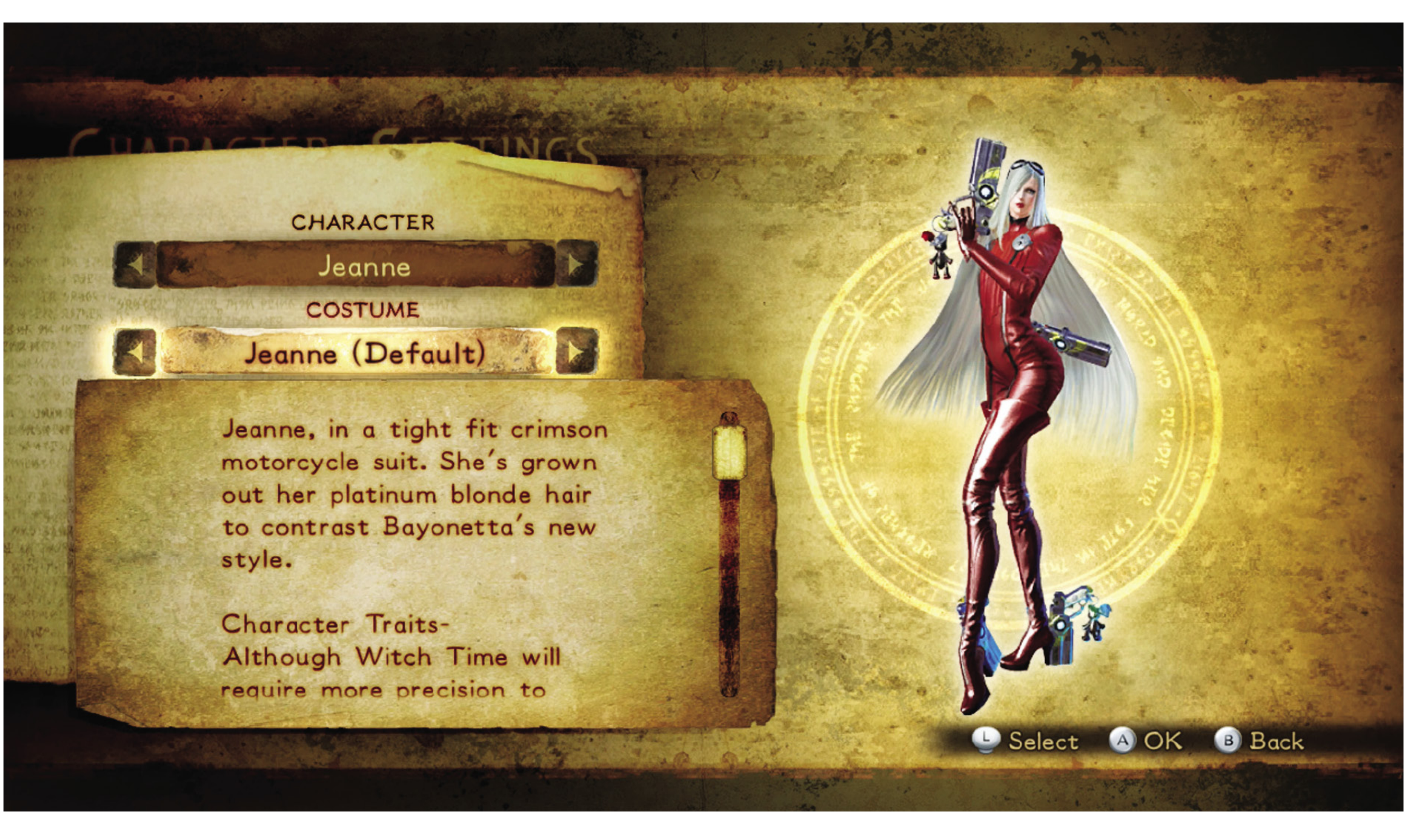


Know When To Bring Friends (Tag Climax)

The Tag Climax Experience

Tag Climax is *Bayonetta 2*... times two! You and a friend (or the CPU) can stylishly wreck angels and demons together at the same time. To get started, choose Tag Climax from the main menu and follow the order of events as instructed.

CHOOSE YOUR CHARACTER!

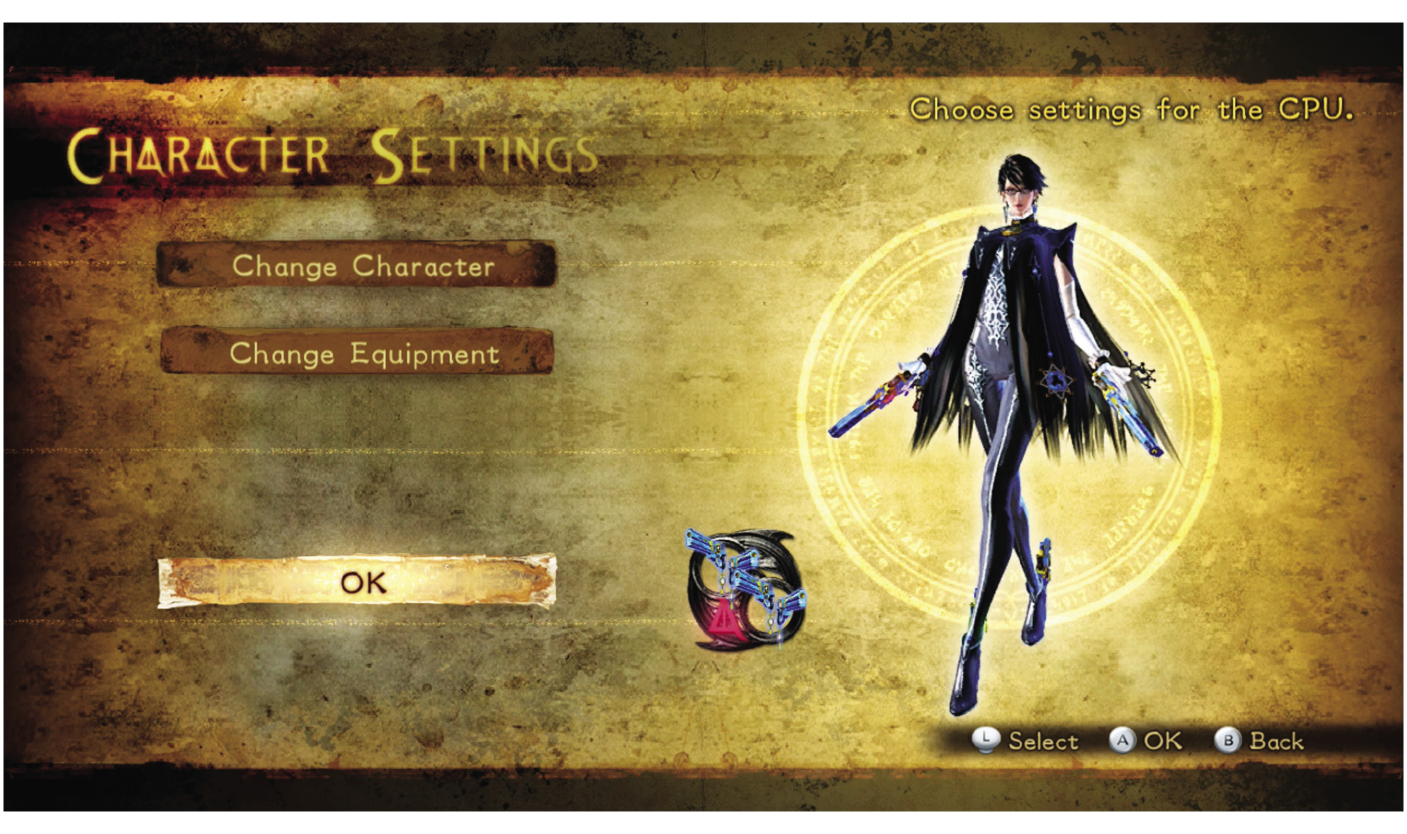

CHARACTER SETTINGS
CHARACTER
Jeanne
COSTUME
Jeanne (Default)
Select
OK
Back

Jeanne, in a tight fit crimson motorcycle suit. She's grown out her platinum blonde hair to contrast Bayonetta's new style.

Character Traits-
Although Witch Time will require more precision to

Once they're all unlocked, any of five characters can be taken into Tag Climax, each with their own strengths and weaknesses. To see which character is right for you, take a look at the Character Select section.

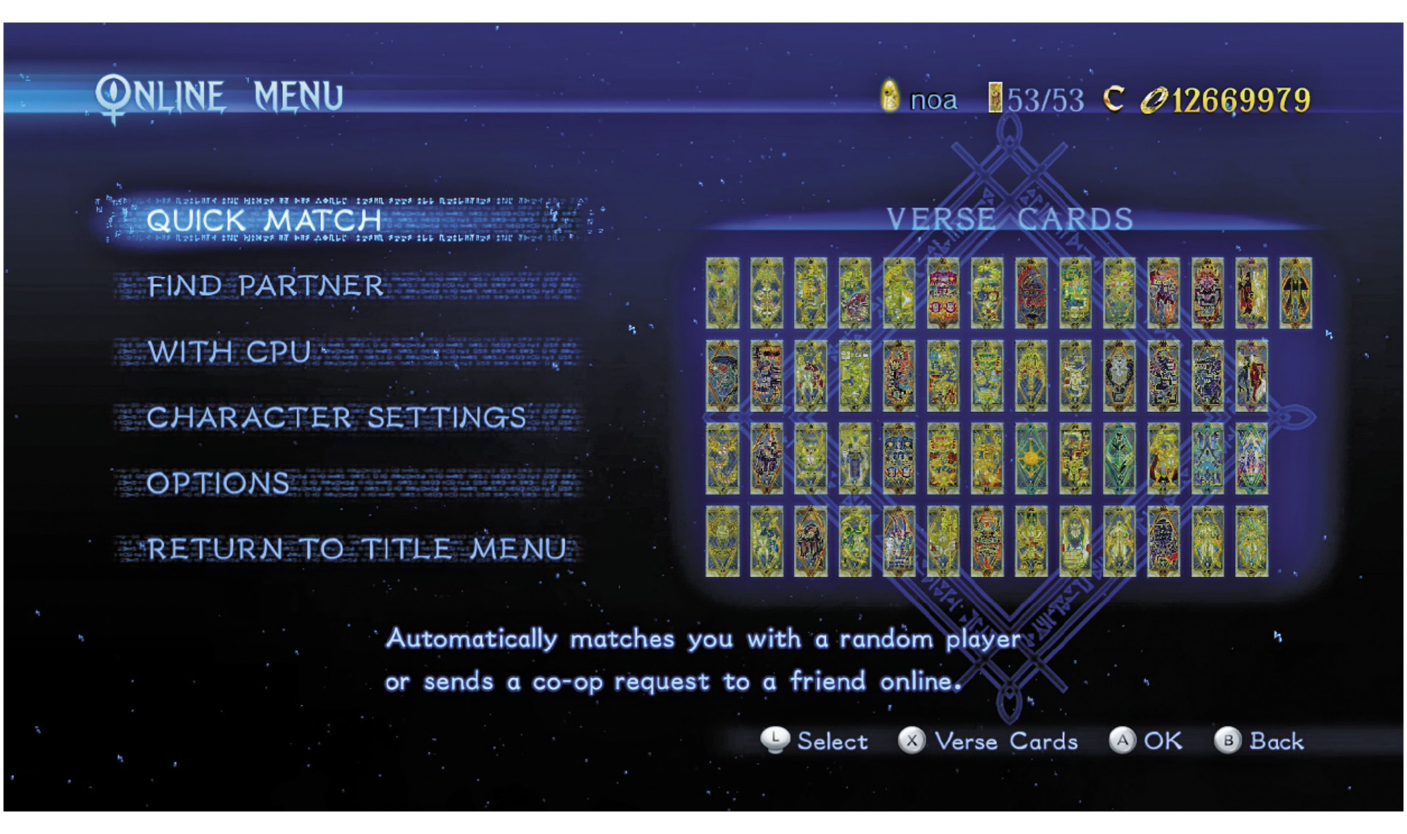
CHOOSE YOUR PARTNER!


CHARACTER SETTINGS
Change Character
Change Equipment
OK
Select
OK
Back

Choose settings for the CPU.

You can choose to play cooperatively with a friend online, or have the CPU as your partner. Keep in mind that your friend is also your rival—we'll explain how further below.

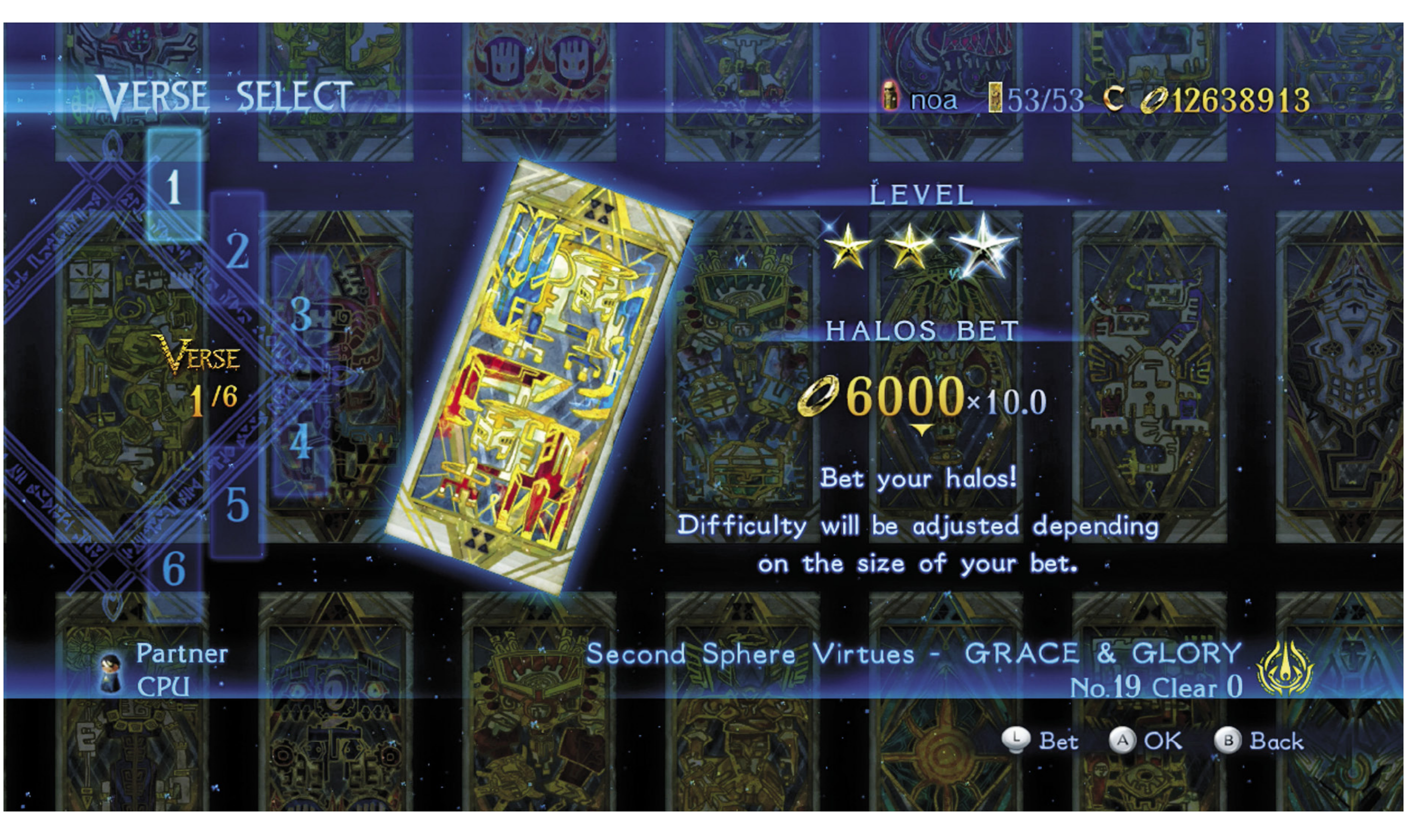
CHOOSE YOUR VERSE!


ONLINE MENU
noa
53/53
12669979
QUICK MATCH
FIND PARTNER
WITH CPU
CHARACTER SETTINGS
OPTIONS
RETURN TO TITLE MENU
VERSE CARDS
Select
Verse Cards
OK
Back

Automatically matches you with a random player or sends a co-op request to a friend online.

Choose from a who's who of *Bayonetta 2* foes by picking Verse Cards. Most Verse Cards are obtained by playing through Story mode, with the rest obtained through Tag Climax.

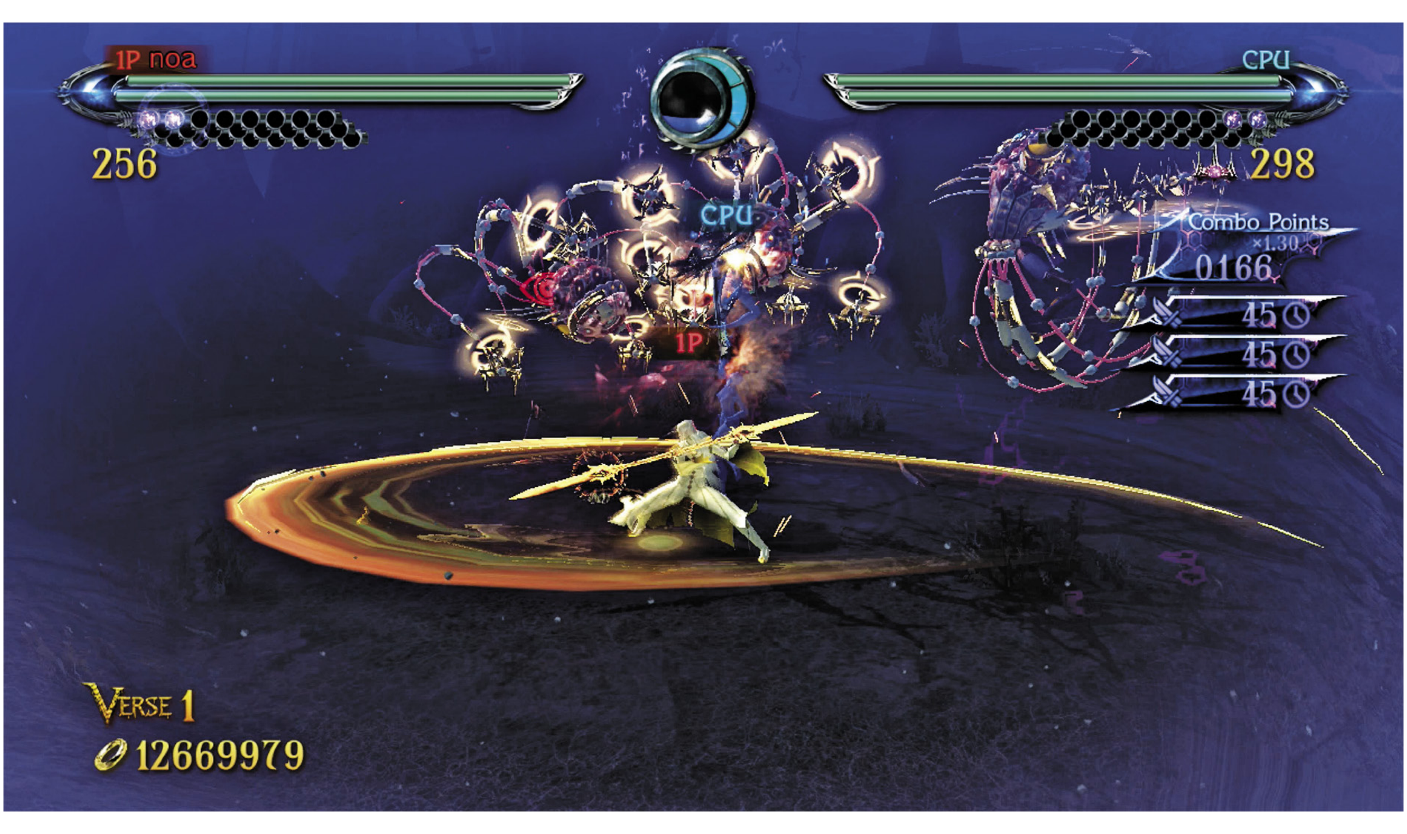
BET HALOS!


VERSE SELECT
noa
53/53
12638913
1
2
3
4
5
6
VERSE
1/6
LEVEL
HALOS BET
6000×10.0
Partner
CPU
Second Sphere Virtues - GRACE & GLORY
No.19 Clear 0
Bet
OK
Back

Bet your halos!
Difficulty will be adjusted depending on the size of your bet.

This is where the rivalry kicks in. You can bet Halos to determine the payout you'll receive after completing the Verse. The number of Halos bet also determines the difficulty of the Verse, shown in stars. You can learn more about the difficulty stars from the Verse Cards and Medal Requirements charts at the end of this section.

COMPETE FOR HIGHEST SCORE!

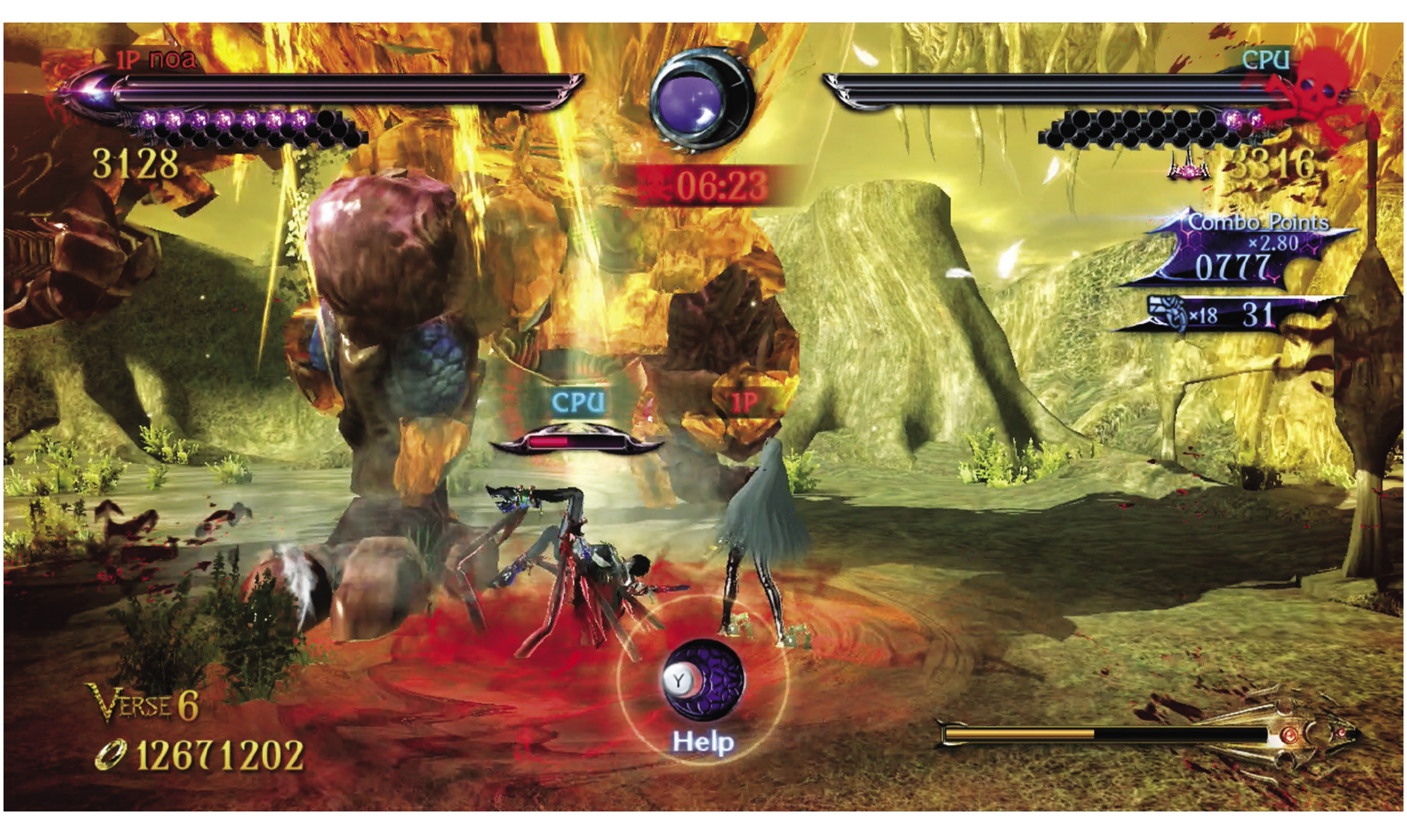

1P noa
256
CPU
298
CPU
Combo Points
×1.30
0166
45
45
45
1P
VERSE 1
12669979

Who's the most stylish? This is where we find out once and for all! Break out your best combos and hardest-hitting moves to attain the highest combo count and highest number of points. The one with the most points wins the Verse. A full Tag Climax match is best out of six Verses, so you can't afford to slack off even once.

NO HOGGING THE SPOTLIGHT!

1P noa
396
CPU
602
Combo Points
×1.00
0022
30
30
1P
CPU
VERSE 1
12667694

You may be rivals, but you're still partners! This is competitive co-op. Compete for the high score, but to clear the Verse at all, you must both stay alive. If you don't, it's Game Over, and even if you Continue, you have to restart the entire match from Verse 1.

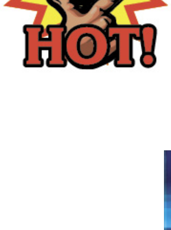

1P noa
3128
06:23
CPU
3316
Combo Points
×2.80
0777
×18
31
CPU
1P
VERSE 6
12671202
Y
Help

If your teammate falls in battle, rush to them and once you're close, revive them by holding the Action button until the revival meter below their name empties. This must be done within 15 seconds. Be careful because you're also vulnerable to the enemy while you're trying to help!

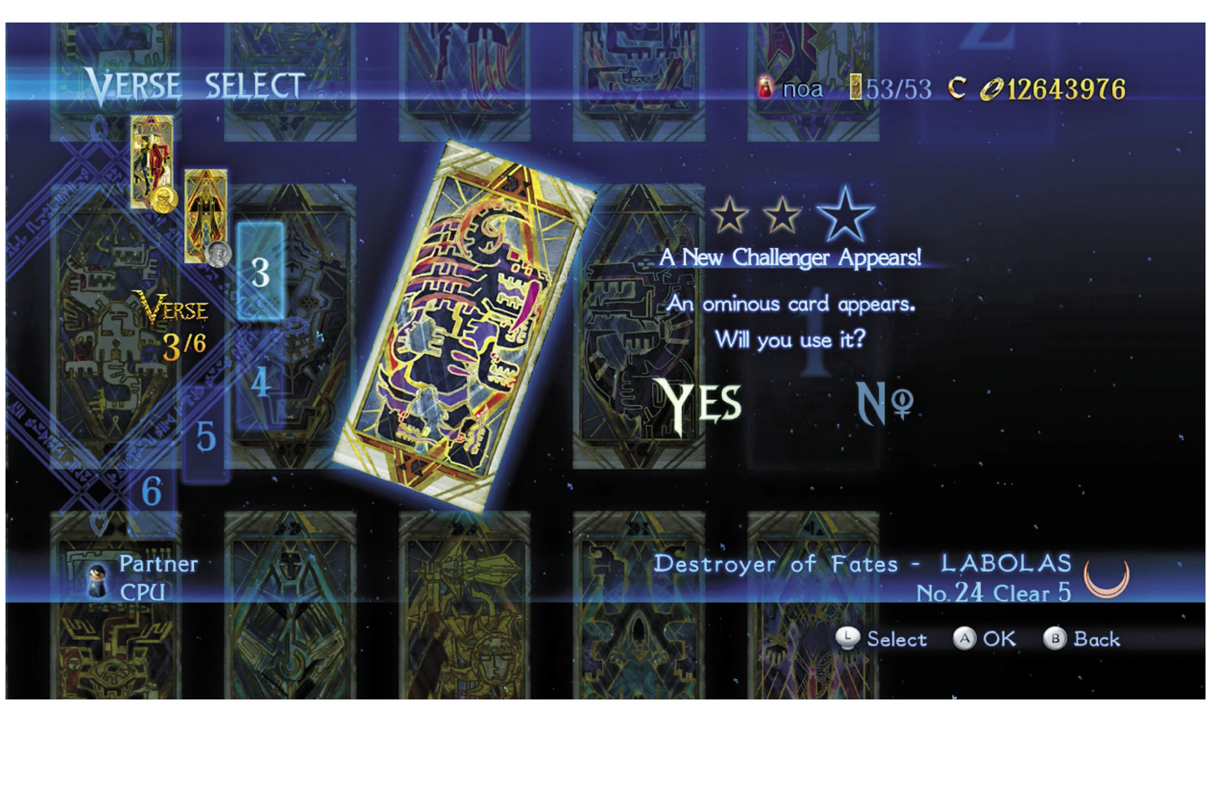
GO FOR THE CRAZY FIGHTS!

As you play more Tag Climax, you'll unlock more Verse Cards, including quite a few dream matches. Once again, you can find out more about which cards yield which battles in the Verse Card Unlocks and Verse Cards and Medal Requirements charts at the end of this section.

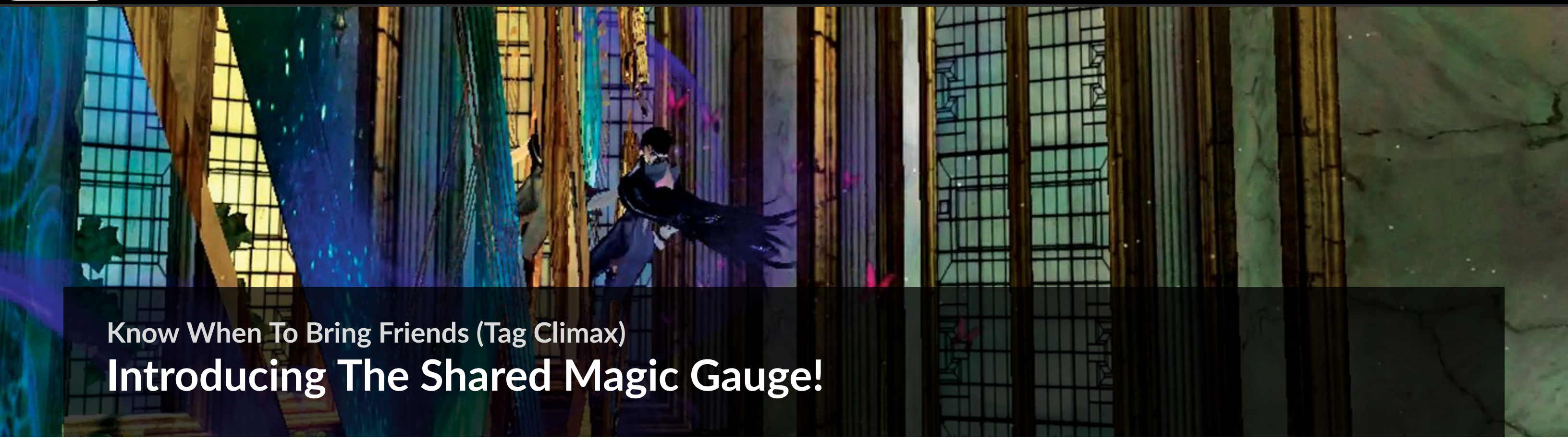
Take On All Comers!



Every so often, a new enemy will appear to challenge you and your partner. Beat them, and you can gain Verse Cards! Be careful, however. Some of these extra challengers are... well, extra-challenging!

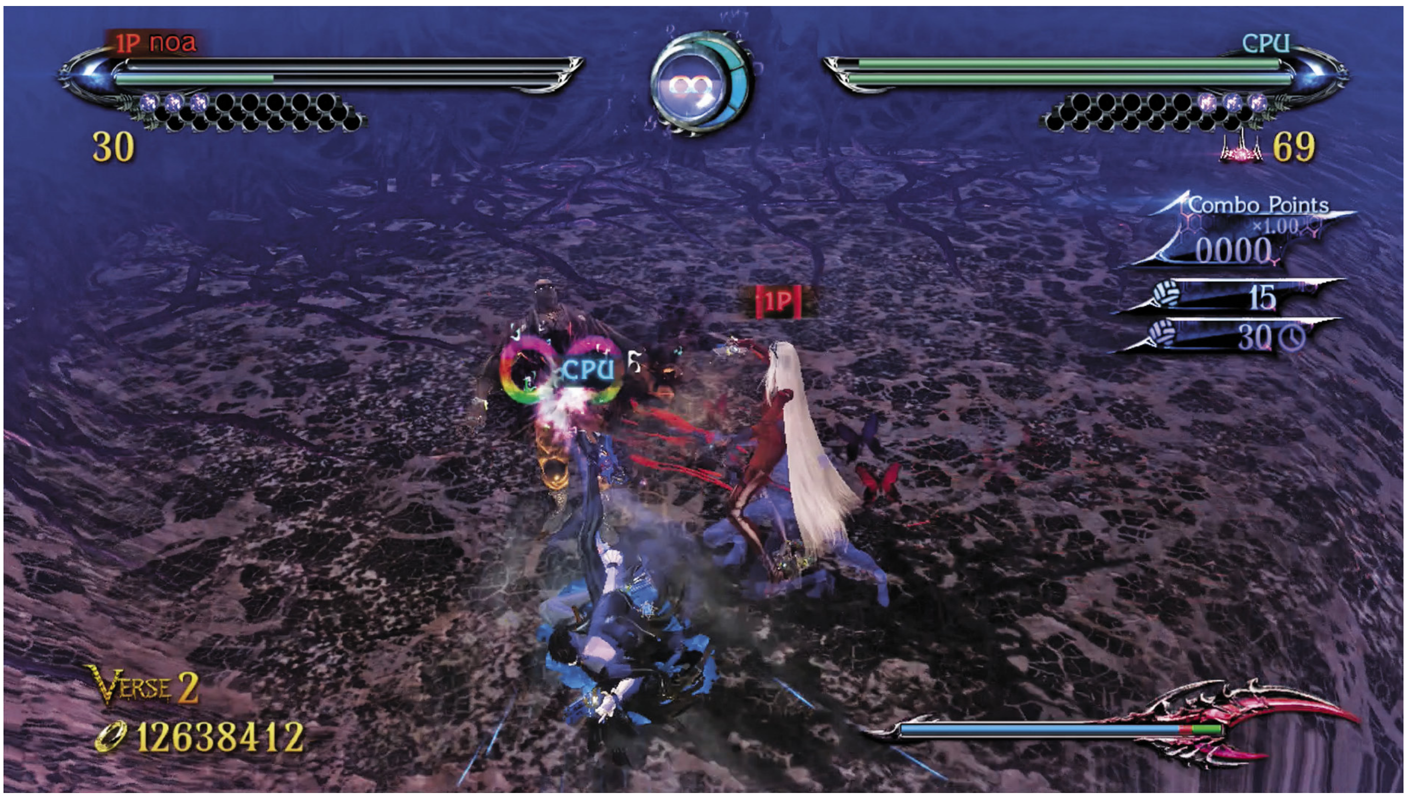

VERSE SELECT
noa
53/53
12643976
3
4
5
6
VERSE
3/6
YES
NO
Partner
CPU
Destroyer of Fates - LABOLAS
No.24 Clear 5
Select
OK
Back

A New Challenger Appears!
An ominous card appears.
Will you use it?



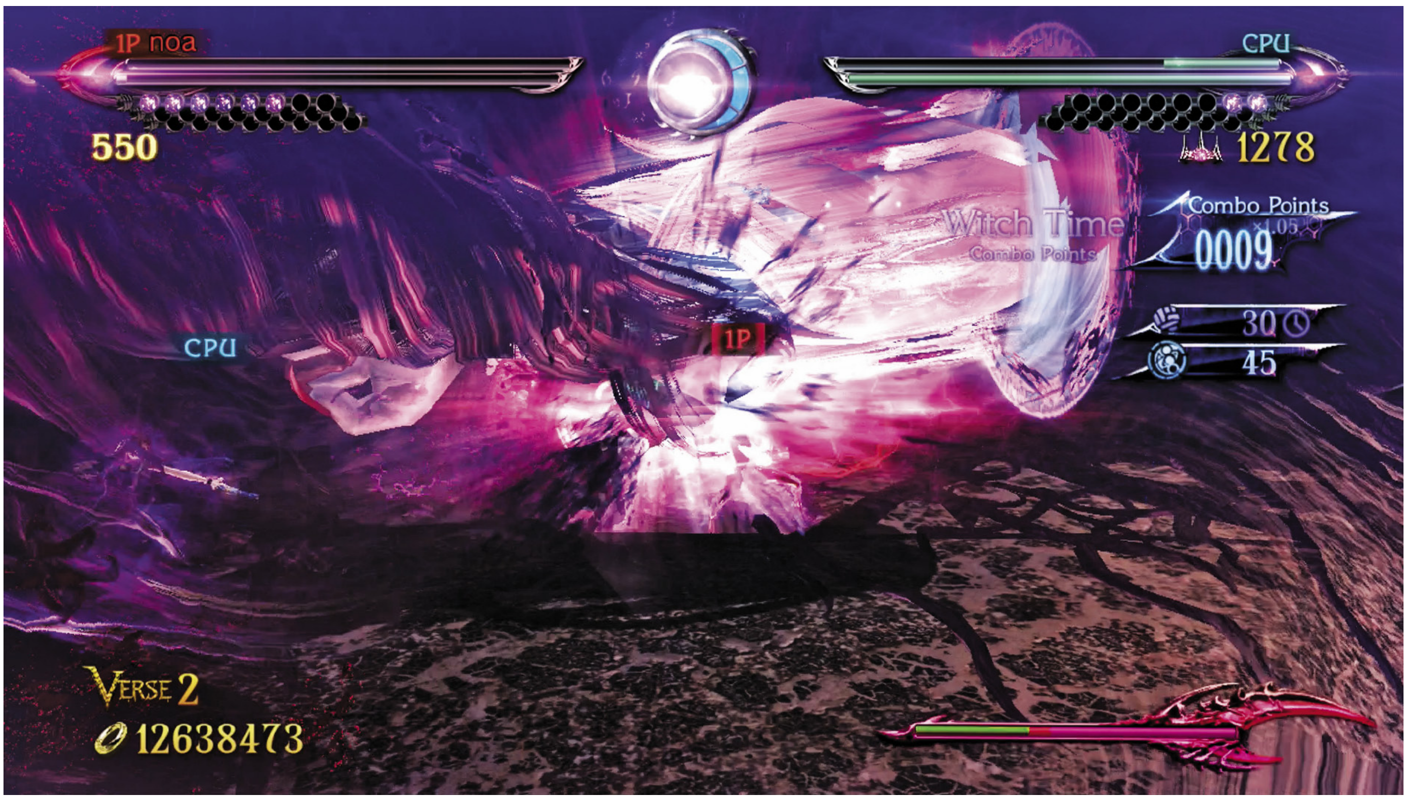
Know When To Bring Friends (Tag Climax)

Introducing The Shared Magic Gauge!

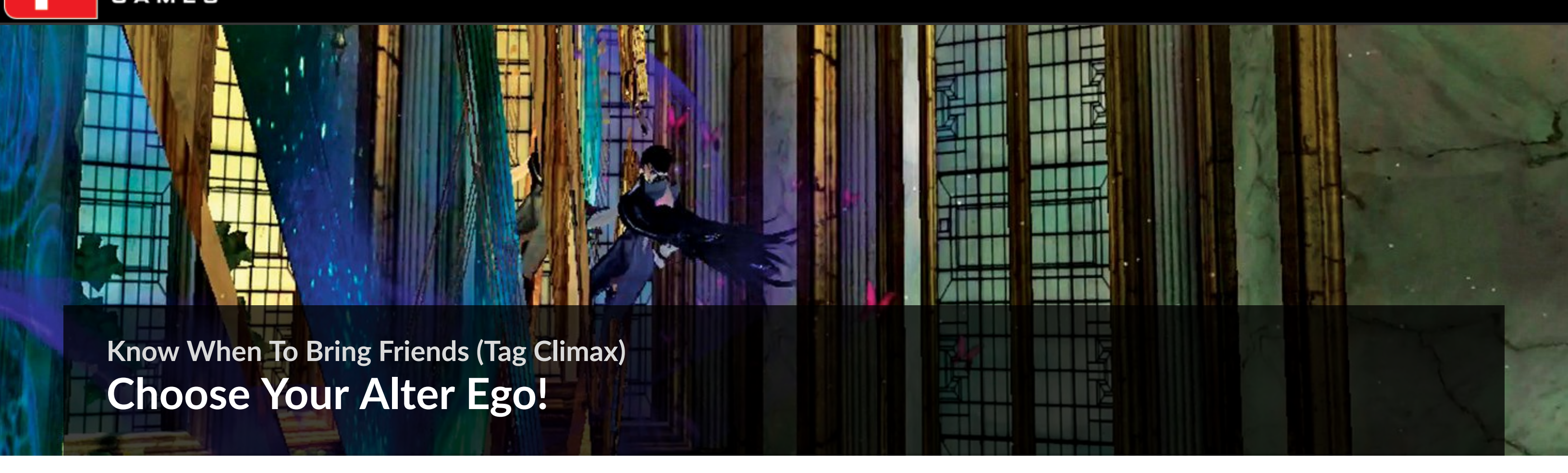

1P noa
30
CPU
69
Combo Points
×1.00
0000
15
30
1P
CPU
VERSE 2
12638412

The shared magic gauge is a gauge separate from your individual magic gauges. It is located in the upper center of the screen, and you want to fill it up whenever you can.

How does one fill the gauge? By attacking the same enemy! You'll know that's happening when you see a rainbow infinity symbol covering the enemy, and also present inside of the gauge itself. As you attack the same enemy, the gauge will fill blue.


1P noa
550
CPU
1278
Combo Points
×1.05
0009
Witch Time
Combo Points
30
45
CPU
1P
VERSE 2
12638473

When the gauge is completely full, you and your partner are awarded with bonus Umbran Climax! You'll automatically go into Umbran Climax state for eight full seconds, and it will *not* drain your individual magic gauges to use—only the shared magic gauge. Work together with your partner to really be able to put the hurt on your foes!



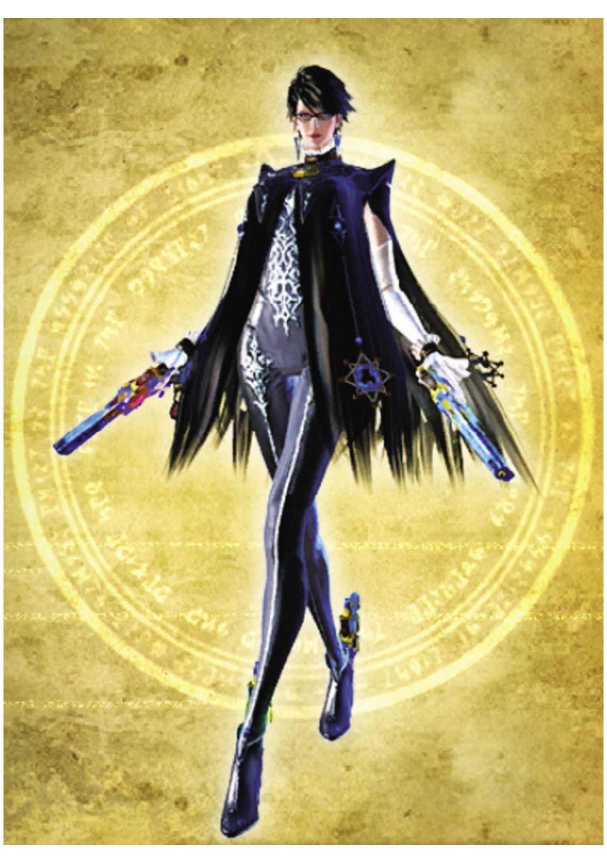
Know When To Bring Friends (Tag Climax)

Choose Your Alter Ego!

CHARACTER SELECT

The Character Select screen is the first thing you see when you boot up Tag Climax, and this can potentially determine the outcome for the entire match before it even starts. Choose a character who best fits both your play style and the situations you know you'll be encountering in each Verse.

BAYONETTA

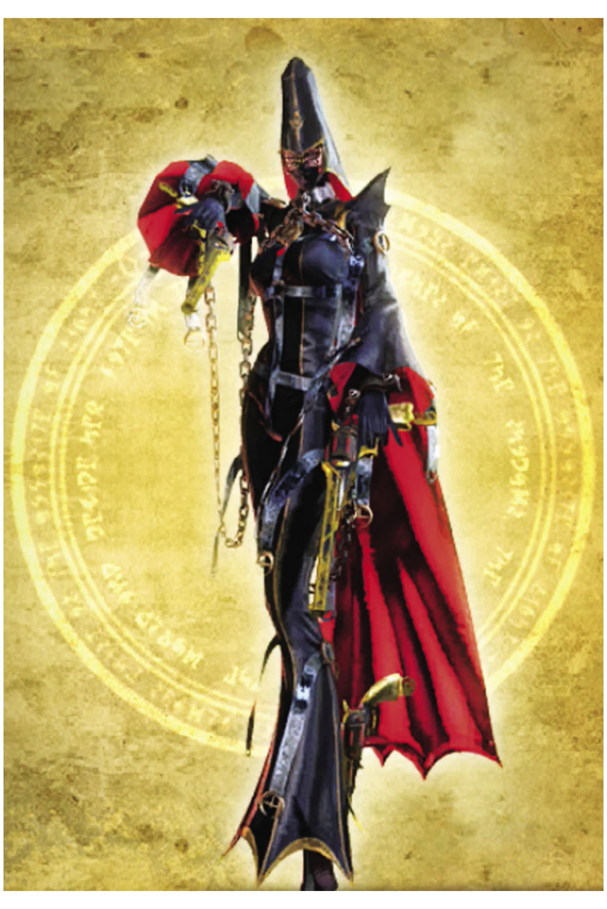


The original recipe Umbra Witch.

Though she may be limited to a single set of any unlocked weapons for Tag Climax sessions, she's still the same force to be reckoned with as in Story mode proper.

Recommended For: Those who are already in tune with Bayonetta's play style.

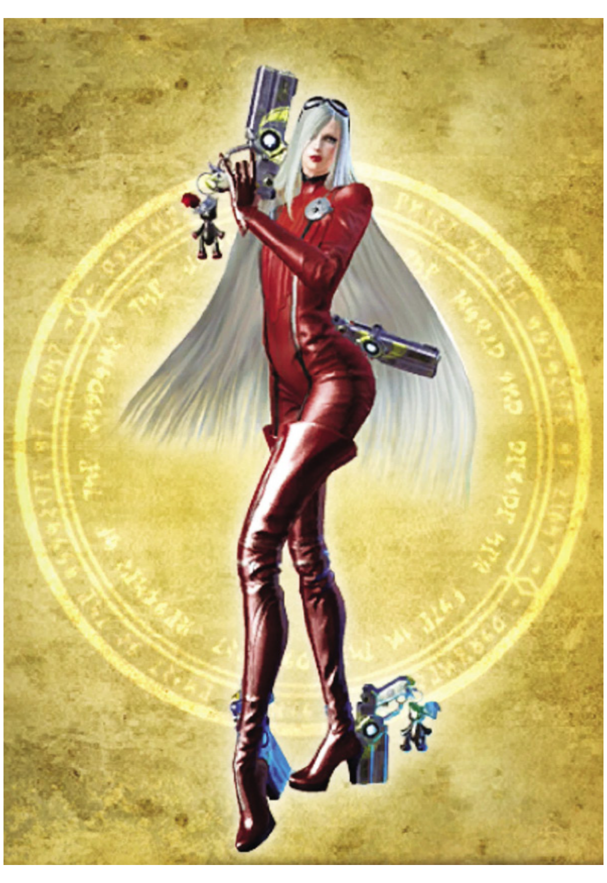
ROSA



An Umbra Witch who kicks it 500-years-old-school and Bayonetta's mother, Rosa uses twin pistols with excellent range. She boasts greatly increased attack power, with greatly decreased defense to compensate, and uses Umbran Armor instead of Umbran Climax.

Recommended For: Players who like high risk for high reward, and who know dodging like the back of their hand.

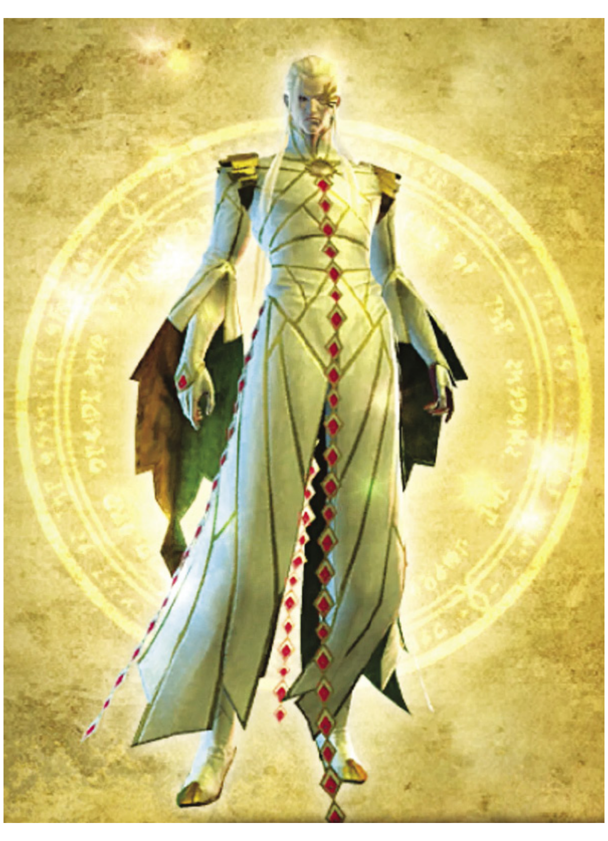
JEANNE



An Umbra Witch who follows her own sense of angel-slaying style and Bayonetta's best friend, Jeanne uses weapons which are functional to Bayonetta's. Like Bayonetta, you can select a single set of of any unlocked weapons to give her in between full Tag Climax sessions. She requires tighter timing on dodges to attain Witch Time, but boasts greater damage output on her Wicked Weaves.

Recommended For: Players who have dodging down pat—the increased power will be most useful to them, without the defense cost that comes from using Rosa. Also a perfectly viable choice for people who just like her hair.

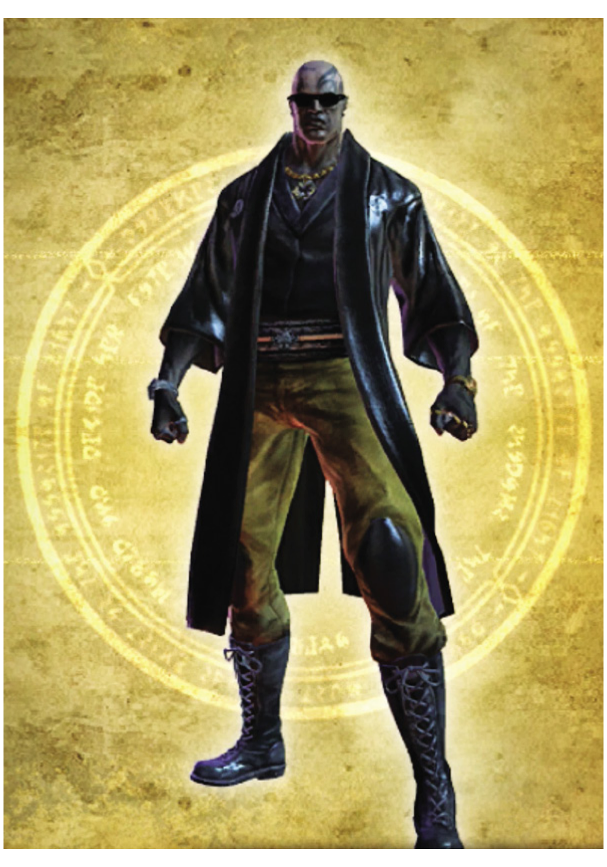
BALDER



Bayonetta's father, and the last of the Lumen Sages. While his punch attacks see him use his staff, his kicks have him cast magic from a distance, which can even be chained into combos! Combine both for devastating results.

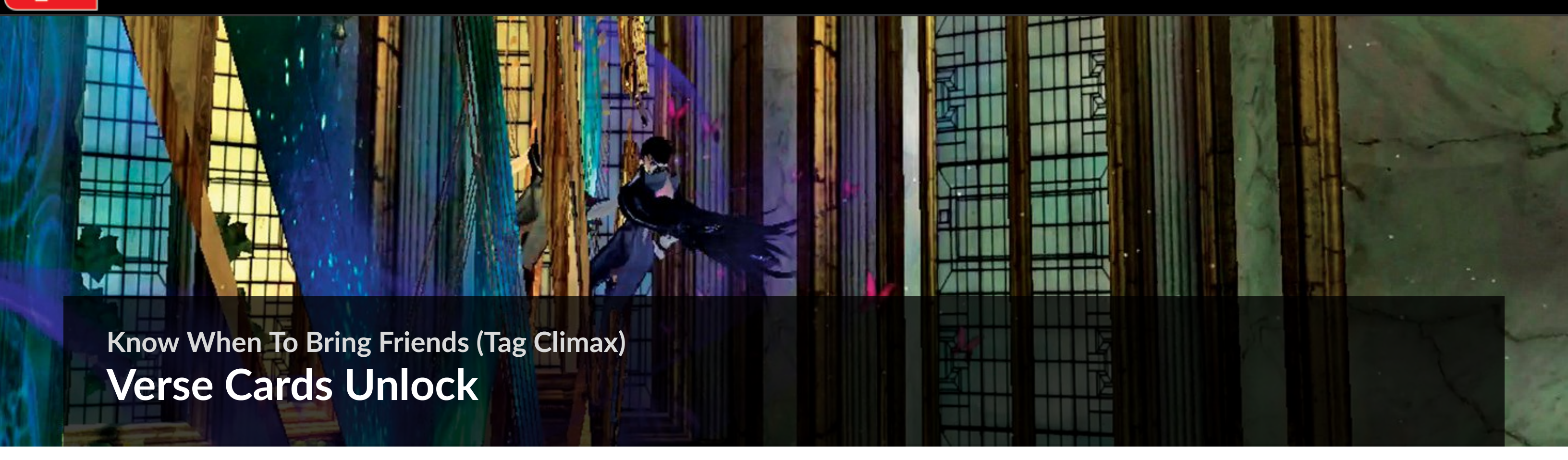
Recommended For: Those who desire magic power akin to one of Story mode's bosses at their fingertips. Balder's moveset entices players to be truly creative in order to be effective. Jeanne's hair clause applies here as well.

RODIN



Rodin is the feared weaponsmith of the three planes of existence, and super-secret super-boss of two games running. His power and endurance are now in your hands, but at the cost of greatly decreased mobility compared to the other characters. He puts up a shield instead of dodging, does not have Witch Time, and, as he uses his fists, has the least standard attack range of the five fighters. During Umbran Climax, he changes into his even more powerful Devil Rodin form.

Recommended For: Those who like staging comebacks via intense melee combat.Rodin players usually end a fight swiftly and surely, even if it takes slightly longer to get over to it.



Know When To Bring Friends (Tag Climax)

Verse Cards Unlock

VERSE CARDS UNLOCKS

Verse Card Unlocks: Story Mode

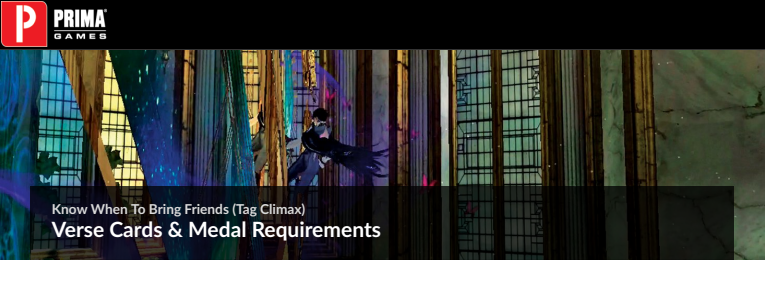
NAME (EN)	CLASS/ALIAS	CARD	CHAPTER OBTAINED
Acceptance	Third Sphere	♠ 3	Possessed at the start of the game.
Accolade	Third Sphere	♣ 4	Possessed at the start of the game.
Belief	Second Sphere	♥ 8	Possessed at the start of the game.
Gomorrah	Divine devourer	♣ K	Possessed at the start of the game.
Compassion	Third Sphere	♠ 2	Possessed at the start of the game.
Valiance	First Sphere	♠ 9	Possessed at the start of the game.
Cachet	Third Sphere	♦ 4	Possessed at the start of the game.
Accolade	Third Sphere	♠ 5	Possessed at the start of the game.
Urbane	Second Sphere	♦ 7	Possessed at the start of the game.
Enrapture	Third Sphere	♥ 3	Beat Chapter 2
Accolade	Third Sphere	♣ 5	Beat Chapter 2
Glamor	First Sphere	♥ J	Beat Chapter 3
Fidelity	Third Sphere	♥ 4	Beat Chapter 4
Accolade	Third Sphere	♥ 6	Beat Chapter 4
Masked Lumen	Lumen Sage	♠ J	Beat Chapter 4
Pain	Driver of Agony	♦ 6	Beat Chapter 5
Gravitas	Second Sphere	♣ 8	Beat Chapter 5
Valor	First Sphere	♦ Q	Beat Chapter 6
Insidious	Consumer of All	♣ J	Beat Chapter 7
Hideous	Craver of Hatred	♣ 3	Beat Chapter 7
Hideous	Craver of Hatred	♦ 3	Beat Chapter 7
Hatred	Holder of Enmity	♠ 4	Beat Chapter 7
Fury	Gatherer of Rancor	♣ 2	Beat Chapter 7
Masked Lumen	Lumen Sage	♠ K	Beat Chapter 7
Greed	Confuser of Elements	♣ 6	Beat Chapter 8
Allegiance	Third Sphere	♦ 8	Beat Chapter 8
Golem	None	♦ 9	Beat Chapter 8
Pride	Enveloper of Flame	♥ 7	Beat Chapter 8
Malicious	Gazer of Death	♥ 9	Beat Chapter 9
Prophet	Prophet	♦ J	Beat Chapter 9
Resentment	Swindler of Progress	♦ 6	Beat Chapter 10
Phantasmaraneae	Twister of Flame	♠ Q	Beat Chapter 10
Sloth	Embracer of Extremes	♦ 8	Beat Chapter 10
Alraune	Whisperer of Dementia	♥ Q	Beat Chapter 11
Alraune	Whisperer of Insanity	♥ K	Beat Chapter 11
Balder	The Lumen Sage	♠ A	Beat Chapter 12
Affinity	Third Sphere	♥ 2	Beat Chapter 13
Applaud	Third Sphere	♦ 5	Beat Chapter 13
Decorations	Third Sphere	♦ 2	Beat Chapter 13
Fearless & Fairness	Second Sphere	♥ 5	Beat Chapter 13
Grace & Glory	Second Sphere	♣ 7	Beat Chapter 13
Beloved	Second Sphere	♠ 7	Beat Chapter 13
Worship	Second Sphere	♣ 9	Beat Chapter 14
Loptr	Prophet	♦ K	Beat Chapter 15
Aesir	The God of Chaos	♦ A	Beat Chapter 16

Verse Card Unlocks: Lost Chapter

NAME	CLASS/ALIAS	CARD	UNLOCK METHOD
Fortitudo	Auditio	♣ 10	Beat Witch Trial 1
Iustitia	Auditio	♥ 10	Beat Witch Trial 2
Temperantia	Auditio	♠ 10	Beat Witch Trial 3
Sapienta	Auditio	♦ 10	Beat Witch Trial 4

Verse Card Unlocks: Tag Climax

NAME	CLASS/ALIAS	CARD	UNLOCK METHOD
Labolas	Destroyer of Fates	♣ Q	Defeat Labolas in a Challenge fight during Tag Climax.
Bayonetta & Jeanne	Umbra Witch	♣ A	Defeat Bayonetta in a Challenge fight during Tag Climax.
Balder & Rosa	Umbra Witch	♥ A	Defeat Balder in a Challenge fight during Tag Climax.
Rodin	The Infinite One	JOKER	Defeat Rodin in a Challenge fight during Tag Climax.


PRIMA GAMES
Know When To Bring Friends (Tag Climax)
Verse Cards & Medal Requirements

VERSE CARDS & MEDAL REQUIREMENTS

1ST STAGE: HEART

CARD: AFFINITY

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:40	0	2380	00:40	0	2380	01:00	0	2380	01:40
GOLD	00:50	300	1460	00:50	400	1460	01:20	600	1460	02:10
SILVER	01:00	1200	1230	01:00	1200	1230	01:40	1800	1230	03:00
BRONZE	01:20	3000	1000	01:20	3200	1000	02:00	3600	1000	04:10
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Affinity×3	Affinity×3
Decorations×5	Applaud×1
Affinity×5	Decorations×5
	Affinity×4
	Beloved×1

CARD: ENRAPTURE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:35	0	1230	00:35	0	1230	00:50	0	1230	02:00
GOLD	00:40	300	850	00:40	400	850	01:00	600	850	02:30
SILVER	01:00	1200	760	01:00	1200	760	01:10	1000	760	03:00
BRONZE	01:20	3000	660	01:20	3000	660	01:40	2400	660	04:10
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Enrapture×2	Enrapture×2
Accolade×1	Accolade×1
Enrapture×1	Enrapture×2
Accolade×1	Accolade(Double blade)×1

CARD: FIDELITY

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:20	0	680	00:20	0	680	00:40	0	680	01:20
GOLD	00:25	600	540	00:25	800	540	01:00	2400	540	01:30
SILVER	00:40	1500	510	00:40	1600	510	01:20	3000	510	02:00
BRONZE	01:20	3000	470	01:20	3200	470	02:00	4200	470	03:00
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Fidelity×3	Fidelity×2
	Acceptance×3
	Fidelity×2

CARD: FEARLESS & FAIRNESS

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:35	0	1230	00:35	0	1230	00:50	0	1230	01:30
GOLD	00:40	900	850	00:40	1200	850	01:00	1800	850	02:00
SILVER	01:00	1800	760	01:00	3600	760	01:20	5400	760	03:00
BRONZE	01:20	3600	660	01:20	4800	660	02:00	9000	660	04:10
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Fairness×1	Fairness×2
Fearless×1	Fearless×2

CARD: ACCOLADE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:45	0	1800	00:45	0	1800	01:00	0	1800	01:35
GOLD	01:00	600	1170	01:00	800	1170	01:20	900	1170	02:00
SILVER	01:20	1500	1010	01:20	1800	1010	01:40	2400	1010	03:00
BRONZE	02:00	3000	860	02:00	3200	860	02:20	3600	860	04:10
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Accolade (Shield)×1	Accolade (Shield)×2
Acceptance×2	Allegiance×1
Accolade (Shield)×2	
Enrapture×1	

CARD: PRIDE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:20	0	4840	01:20	0	4840	01:40	0	4840	03:20
GOLD	01:40	900	2610	01:40	1200	2610	02:00	1800	2610	03:40
SILVER	02:00	1800	2050	02:00	2400	2050	02:20	3600	2050	04:20
BRONZE	02:20	3600	1500	02:20	3600	1500	02:40	4500	1500	05:00
BOSS BONUS	0			0			0			3000

ENEMY SET	
NORMAL	★★★ONLY
Pride×1	Pride×1
	Alraune (2nd form)×1

CARD: BELIEF

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:50	0	10500	00:50	0	10500	01:10	0	10500	01:10
GOLD	01:10	600	5100	01:10	1200	5100	01:30	1800	5100	01:30
SILVER	01:30	1200	3750	01:30	2400	3750	01:50	3600	3750	01:50
BRONZE	01:50	4500	2400	01:50	4500	2400	02:10	7200	2400	02:10
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Belief×1	

CARD: MALICIOUS

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:35	0	1230	00:35	0	1230	00:45	0	1230	02:00
GOLD	00:50	600	850	00:50	800	850	01:00	1200	850	02:40
SILVER	01:20	1500	760	01:20	1600	760	01:30	3600	760	03:20
BRONZE	02:00	3000	660	02:00	4000	660	02:40	5400	660	04:10
BOSS BONUS	0			0			0			3000

ENEMY SET	
NORMAL	★★★ONLY
Malicious×1	Malicious×2
Fidelity×3	Phantasmaraneae×1

CARD: IUSTITIA

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:00	0	72750	01:00	0	72750	01:20	0	72750	01:20
GOLD	01:20	900	30900	01:20	2400	30900	01:40	1800	30900	01:40
SILVER	01:40	1800	20440	01:40	4800	20440	02:00	3600	20440	02:00
BRONZE	02:20	3600	9980	02:20	7200	9980	02:40	7200	9980	02:40
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
NORMAL	★★★ONLY
Iustitia×1	

CARD: GLAMOUR

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:40	0	23000	01:40	0	23000	02:00	0	23000	02:20
GOLD	02:00	300	10400	02:00	400	10400	02:20	600	10400	02:40
SILVER	02:20	600	7250	02:20	1200	7250	02:40	1200	7250	03:00
BRONZE	03:00	1200	4100	03:00	3000	4100	03:20	3200	4100	03:40
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
Normal	★★★Only
Glamour×1	

CARD: ALRAUNE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:45	0	1800	00:45	0	1800	01:00	0	1800	02:20
GOLD	00:50	600	1170	00:50	800	1170	01:15	1800	1170	02:40
SILVER	01:20	1500	1010	01:20	2200	1010	01:30	3600	1010	03:20
BRONZE	02:00	2500	860	02:00	3200	860	02:10	6000	860	04:10
BOSS BONUS	3000			3000			3000			8000

ENEMY SET	
NORMAL	★★★ONLY
Alraune×1	Alraune×1
	Jeanne×1

CARD: ALRAUNE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	02:00	0	23000	02:00	0	23000	02:20	0	23000	02:40
GOLD	02:20	1200	10400	02:20	2000	10400	02:40	3000	10400	03:00
SILVER	02:40	1800	7250	02:40	4000	7250	03:00	6000	7250	03:20
BRONZE	03:20	3600	4100	03:20	8000	4100	03:40	12000	4100	04:00
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
NORMAL	★★★ONLY
Alraune (2nd form)×1	Alraune (2nd form)×2

CARD: BALDER & ROSA

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:40	0	1680	01:40	0	1680	02:00	0	1680	02:20
GOLD	01:50	1200	1090	01:50	2000	1090	02:20	3000	1090	02:40
SILVER	02:10	1800	950	02:10	4000	950	02:40	6000	950	03:20
BRONZE	02:30	4000	800	02:30	5600	800	03:20	8000	800	04:10
BOSS BONUS	10000			10000			10000			15000

ENEMY SET	
NORMAL	★★★ONLY
Balder×1	Balder×1
Rosa×1	Bayonetta×1
	Rosa×1

2ND STAGE: CLUB

CARD: FURY

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:35	0	2380	00:35	0	2380	00:50	0	2380	02:10
GOLD	00:50	300	1460	00:50	500	1460	01:00	600	1460	02:40
SILVER	01:20	900	1230	01:20	1200	1230	01:30	1800	1230	03:20
BRONZE	02:00	2100	1000	02:00	2400	1000	02:20	3600	1000	04:10
BOSS BONUS	0			0			0			3000

ENEMY SET	
NORMAL	★★★ONLY
Fury×6	Fury×6
Hideous×1	Hatred×1
Fury×8	Fury×8
	Labolas×1

CARD: HIDEOUS

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:35	0	3090	00:35	0	3090	00:55	0	3090	02:20
GOLD	00:50	900	1810	00:50	900	1810	01:10	1800	1810	03:00
SILVER	01:20	1800	1480	01:20	1800	1480	01:40	2400	1480	03:50
BRONZE	02:00	3600	1160	02:00	3600	1160	02:20	4800	1160	05:00
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Hideous×2	Hideous×4
Fury×4	Hideous×2
Hideous×3	Pride

CARD: ACCOLADE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:35	0	4030	00:35	0	4030	00:50	0	4030	01:50
GOLD	00:50	450	2260	00:50	800	2260	01:10	2400	2260	02:10
SILVER	01:20	900	1810	01:20	1800	1810	01:30	4800	1810	02:30
BRONZE	02:00	2000	1370	02:00	3200	1370	01:50	9200	1370	03:20
BOSS BONUS	0			0			0			3000

ENEMY SET	
NORMAL	★★★ONLY
Accolade×1	Accolade×2
Acceptance ×4	Valiance×1
Accolade×2	

CARD: ACCOLADE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:25	0	960	00:25	0	960	00:40	0	960	01:25
GOLD	00:40	1200	720	00:40	1600	720	01:00	2400	720	02:00
SILVER	01:20	1800	650	01:20	3200	650	01:30	5400	650	03:00
BRONZE	02:00	4500	590	02:00	6800	590	02:30	11000	590	04:10
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Accolade (Hammer) ×2	Accolade (Hammer) ×2
Enrapture ×1	Urbane×1

CARD: GREED

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:35	0	2930	00:35	0	2930	00:50	0	2930	02:30
GOLD	00:50	900	1710	00:50	1200	1710	01:10	1800	1710	03:00
SILVER	01:20	1800	1410	01:20	3600	1410	01:30	5400	1410	03:20
BRONZE	02:00	3600	1100	02:00	7800	1100	02:10	9000	1100	04:20
BOSS BONUS	0			0			0			5000

ENEMY SET	
NORMAL	★★★ONLY
Greed×3	Greed×2
	Rosa×1

CARD: GRACE & GLORY

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:30	0	880	00:30	0	880	00:50	0	880	01:20
GOLD	00:40	600	650	00:40	1200	650	01:10	1800	650	02:00
SILVER	01:20	1500	590	01:20	3600	590	01:30	3600	590	03:00
BRONZE	02:00	4000	540	02:00	6000	540	01:50	7200	540	04:10
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Grace×1	Grace×2
Glory×1	Glory×3

CARD: GRAVITAS

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	03:00	0	17190	03:00	0	17190	03:20	0	17190	03:50
GOLD	03:20	900	7960	03:20	1200	7960	03:40	1800	7960	04:20
SILVER	03:40	1800	5650	03:40	2400	5650	04:00	3600	5650	05:00
BRONZE	04:00	4500	3340	04:00	5000	3340	04:20	7200	3340	06:00
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Gravitas×2	Gravitas×2
	Belief×1

CARD: WORSHIP

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	02:00	0	1304000	02:00	0	1304000	02:20	0	1304000	02:40
GOLD	02:20	900	526400	02:20	2000	526400	02:40	3000	526400	03:00
SILVER	02:40	1800	332000	02:40	5200	332000	03:00	5400	332000	03:20
BRONZE	03:20	3000	137600	03:20	8000	137600	03:40	7200	137600	04:00
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
NORMAL	★★★ONLY
Worship×1	

CARD: FORTITUDO

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:20	0	14710	01:20	0	14710	01:40	0	14710	02:00
GOLD	01:40	1200	6900	01:40	3200	6900	02:00	4800	6900	02:20
SILVER	02:00	1800	4950	02:00	6400	4950	02:20	7200	4950	02:40
BRONZE	02:40	4500	3000	02:40	10000	3000	03:00	10000	3000	03:20
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
NORMAL	★★★ONLY
Fortitudo×1	

CARD: INSIDIOUS

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:00	0	6130	01:00	0	6130	01:10	0	4840	01:30
GOLD	01:10	600	3200	01:10	2400	3200	01:20	3000	2610	02:00
SILVER	02:00	1500	2470	02:00	6000	2470	02:40	6600	2050	03:00
BRONZE	03:20	3000	1740	03:20	8000	1740	04:00	10000	1500	04:10
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
NORMAL	★★★ONLY
Insidious×1	

CARD: LABOLAS

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:00	0	5880	01:00	0	5880	01:10	0	5880	04:10
GOLD	01:10	1200	3070	01:10	2000	3070	01:20	4800	3070	04:30
SILVER	01:20	1800	2370	01:20	5000	2370	01:30	7200	2370	05:00
BRONZE	02:00	2400	1670	02:00	8000	1670	02:10	9000	1670	05:30
BOSS BONUS	3000			3000			3000			6000

ENEMY SET	
NORMAL	★★★ONLY
Labolas×1	Labolas×2

CARD: GOMORRAH

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:10	0	23000	01:10	0	23000	01:30	0	23000	01:30
GOLD	01:30	1200	10400	01:30	2500	10400	01:50	3600	10400	01:50
SILVER	01:50	1800	7250	01:50	5000	7250	02:10	7200	7250	02:10
BRONZE	02:30	4200	4100	02:30	8400	4100	02:50	10000	4100	02:50
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
NORMAL	★★★ONLY
Gomorrah×1	

CARD: BAYONETTA & JEANNE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:50	0	1680	01:50	0	1680	02:10	0	1680	02:20
GOLD	02:00	600	1090	02:00	1600	1090	02:30	2400	1090	03:00
SILVER	02:30	1500	950	02:30	4000	950	02:50	7200	950	03:50
BRONZE	04:00	4000	800	04:00	6400	800	03:30	11000	800	05:00
BOSS BONUS	10000			10000			10000			15000

ENEMY SET	
NORMAL	★★★ONLY
Bayonetta×1	Bayonetta×1
Jeanne×1	Jeanne×1
	Rosa×1

3RD STAGE: DIAMOND

CARD: DECORATIONS

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:20	0	390	00:20	0	390	00:30	0	390	02:00
GOLD	00:30	240	340	00:30	640	340	00:50	1000	340	02:40
SILVER	01:00	1000	320	01:00	1280	320	01:20	2500	320	03:20
BRONZE	01:30	2000	310	01:30	4000	310	02:00	4800	310	04:10
BOSS BONUS	0			0			0			3000

ENEMY SET	
NORMAL	★★★ONLY
Decorations×21	Decorations×16
	Masked Lumen(Chapter4)×1

CARD: HIDEOUS

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:45	0	4950	00:45	0	4950	01:00	0	4950	03:10
GOLD	01:00	900	2670	01:00	2400	2670	01:20	3600	2670	03:40
SILVER	01:20	1800	2100	01:20	4800	2100	01:40	7200	2100	04:20
BRONZE	02:00	3600	1530	02:00	8000	1530	02:20	10000	1530	05:00
BOSS BONUS	0			0			0			5000

ENEMY SET	
NORMAL	★★★ONLY
Hideous (Shotgun)×3	Hideous (Shotgun)×2
Fury×5	Jeanne×1
Hideous (Shotgun)×3	

CARD: CACHET

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:25	0	700	00:25	0	700	00:40	0	700	01:50
GOLD	00:50	900	560	00:50	1600	560	01:00	2400	560	02:10
SILVER	01:20	1800	520	01:20	4000	520	01:40	5000	520	03:00
BRONZE	02:00	4500	490	02:00	7200	490	02:20	8000	490	04:10
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Cachet×1	Cachet×3
Compassion×6	Beloved×1
Cachet×2	

CARD: APPLAUD

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:30	0	4730	00:30	0	4730	01:00	0	4730	03:10
GOLD	00:40	900	2550	00:40	2400	2550	01:20	3600	2550	03:40
SILVER	01:00	1800	2010	01:00	4800	2010	01:40	7200	2010	04:20
BRONZE	02:00	4500	1460	02:00	8000	1460	02:20	10000	1460	05:00
BOSS BONUS	0			0			0			3000

ENEMY SET	
NORMAL	★★★ONLY
Applaud×4	Applaud×4
Affinity×2	Masked Lumen(Chapter7)×1

CARD: PAIN

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:00	0	10500	01:00	0	10500	01:20	0	10500	03:20
GOLD	01:20	900	5100	01:20	1200	5100	01:40	1800	5100	03:50
SILVER	01:40	1800	3750	01:40	3600	3750	02:00	3600	3750	04:20
BRONZE	02:20	3600	2400	02:00	7200	2400	02:20	8000	2400	05:00
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Pain×1	Pain×1
	Pride×1

CARD: URBANE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:50	0	2930	01:50	0	2930	02:10	0	2930	03:30
GOLD	02:10	900	1710	02:10	1200	1710	02:30	1800	1710	04:00
SILVER	02:30	1800	1410	02:30	3600	1410	02:50	3600	1410	04:30
BRONZE	03:10	4500	1100	03:10	6000	1100	03:30	7200	1100	05:00
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Urbane×1	Urbane×1
	Gravitas×1
	Belief×1

CARD: ALLEGIANCE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:50	0	390	00:50	0	390	01:10	0	390	01:20
GOLD	01:10	900	340	01:10	2000	340	01:30	4000	340	01:50
SILVER	01:30	1800	320	01:30	6000	320	01:50	7200	320	02:40
BRONZE	01:50	3600	310	01:50	8000	310	02:10	9800	310	03:20
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Allegiance×1	Allegiance×1
Acceptance×2	Accolade (Spear)×1
	Accolade (Double blade)×1
	Accolade(Hammer)×1

CARD: GOLEM

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:40	0	8750	01:40	0	8750	02:00	0	8750	03:20
GOLD	02:00	900	4340	02:00	1200	4340	02:20	3600	4340	03:50
SILVER	02:20	1800	3240	02:20	3000	3240	02:40	5400	3240	04:40
BRONZE	02:50	3600	2140	02:50	5000	2140	03:20	8000	2140	06:00
BOSS BONUS	3000			3000			3000			6000

ENEMY SET	
NORMAL	★★★ONLY
Golem×1	Golem×2

CARD: SAPIENTIA

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:20	0	323750	01:20	0	323750	01:40	0	323750	02:00
GOLD	01:40	1200	132500	01:40	2400	132500	02:00	3600	132500	02:20
SILVER	02:00	2400	84690	02:00	6000	84690	02:20	7200	84690	02:40
BRONZE	02:40	3600	36870	02:40	8000	36870	03:00	10000	36870	03:20
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
NORMAL	★★★ONLY
Sapientia: 1	

CARD: PROPHET

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:50	0	1680	00:50	0	1680	01:10	0	1680	02:30
GOLD	01:00	900	1090	01:00	1200	1090	01:30	3600	1090	03:00
SILVER	01:20	1800	950	01:20	2800	950	01:50	7500	950	03:50
BRONZE	02:00	4500	800	02:00	6500	800	02:30	10000	800	05:00
BOSS BONUS	5000			5000			5000			5000

ENEMY SET	
NORMAL	★★★ONLY
Prophet(Chapter9) ×1	

CARD: VALOR

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:20	0	23000	01:20	0	23000	01:40	0	23000	02:00
GOLD	01:40	900	10400	01:40	1000	10400	02:00	3000	10400	02:20
SILVER	02:00	1800	7250	02:00	4000	7250	02:20	6000	7250	02:40
BRONZE	02:40	3600	4100	02:40	7000	4100	03:00	9500	4100	03:20
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
NORMAL	★★★ONLY
Valor×1	

CARD: LOPTR

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:50	0	1230	00:50	0	1230	01:10	0	1230	05:00
GOLD	01:00	900	850	01:00	1000	850	01:30	2000	850	06:40
SILVER	01:20	1800	760	01:20	3000	760	01:50	6000	760	08:20
BRONZE	02:00	4500	660	02:00	7000	660	02:30	9500	660	10:00
BOSS BONUS	5000			5000			5000			10000

ENEMY SET	
NORMAL	★★★ONLY
Prophet(Chapter16)×1	Prophet (Chapter9)×1
	Prophet(Chapter16)×1

CARD: AESIR

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:30	0	1680	01:30	0	1680	01:50	0	1680	06:00
GOLD	02:00	900	1090	02:00	1600	1090	02:10	3600	1090	07:30
SILVER	03:20	1800	950	03:20	6400	950	02:30	7200	950	08:20
BRONZE	05:00	4500	800	05:00	8000	800	03:10	12000	800	10:00
BOSS BONUS	5000			5000			5000			15000

ENEMY SET	
NORMAL	★★★ONLY
Aesir×1	Prophet (Chapter9)×1
	Prophet(Chapter16)×1
	Aesir×1

4TH STAGE: SPADE

CARD: COMPASSION

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:45	0	2990	00:45	0	2990	01:00	0	2990	01:15
GOLD	00:55	240	1750	00:55	480	1750	01:20	1000	1750	01:40
SILVER	01:20	480	1440	01:20	1000	1440	01:40	2400	1440	02:30
BRONZE	02:00	1000	1130	02:00	2000	1130	02:20	5000	1130	03:20
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Compassion×23	Compassion×10
	Allegiance×1

CARD: ACCEPTANCE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:15	0	4730	00:15	0	4730	00:25	0	4730	00:30
GOLD	00:20	600	2550	00:20	800	2550	00:35	1200	2550	01:00
SILVER	00:30	1500	2010	00:30	2400	2010	00:45	3600	2010	01:30
BRONZE	01:20	3000	1460	01:20	4000	1460	01:30	6000	1460	02:00
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Acceptance×11	Acceptance×8
	Accolade (Spear)×1
	Accolade (Hammer)×2

CARD: HATRED

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:45	0	2930	00:45	0	2930	01:00	0	2930	02:00
GOLD	00:55	600	1710	00:55	1600	1710	01:20	2400	1710	02:20
SILVER	01:20	1500	1410	01:20	3200	1410	01:40	4800	1410	03:00
BRONZE	02:00	4000	1100	02:00	6400	1100	02:20	8500	1100	03:20
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Hatred×1	Hatred×2
Hideous×2	Sloth×1
Hatred×1	

CARD: ACCOLADE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:30	0	1330	00:30	0	1330	00:50	0	1330	03:00
GOLD	00:40	600	920	00:40	1100	920	01:10	3000	920	03:40
SILVER	01:20	1500	820	01:20	2500	820	01:30	6500	820	04:20
BRONZE	02:00	4000	720	02:00	6000	720	02:10	10000	720	05:00
BOSS BONUS	0			0			0			3000

ENEMY SET	
NORMAL	★★★ONLY
Accolade(Double blade)×1	Accolade(Double blade)×2
Acceptance×2	Balder:1
Accolade(Double blade):1	

CARD: RESENTMENT

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:50	0	4730	00:50	0	4730	01:10	0	4730	03:00
GOLD	01:00	900	2550	01:00	2400	2550	01:30	3600	2550	03:40
SILVER	01:20	1800	2010	01:20	4800	2010	01:50	7200	2010	04:20
BRONZE	02:00	4500	1460	02:00	8000	1460	02:30	9800	1460	05:00
BOSS BONUS	0			0			0			3000

ENEMY SET	
NORMAL	★★★ONLY
Resentment×1	Resentment×2
Fury×4	Alraune×1
Resentment×2	

CARD: BELOVED

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	03:00	0	168000	03:00	0	168000	03:20	0	168000	06:00
GOLD	03:20	900	69600	03:20	1200	69600	03:40	1800	69600	06:20
SILVER	03:40	1800	45000	03:40	3600	45000	04:00	5400	45000	06:40
BRONZE	04:40	3600	20400	04:40	7200	20400	04:40	8000	20400	07:20
BOSS BONUS	0			0			0			0

ENEMY SET	
NORMAL	★★★ONLY
Beloved×2	Beloved×1
Beloved (Lava)×1	Urbane×1
	Gravitas×1
	Belief×1
	Beloved(lava)×1

CARD: SLOTH

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:50	0	1680	00:55	0	1680	01:10	0	1680	03:00
GOLD	01:10	600	1090	01:10	1600	1090	01:30	4800	1090	03:40
SILVER	01:30	1500	950	01:30	4800	950	01:50	8000	950	04:20
BRONZE	02:00	3000	800	02:00	8000	800	02:30	12000	800	05:00
BOSS BONUS	0			0			0			5000

ENEMY SET	
NORMAL	★★★ONLY
Sloth×1	Sloth×1
Hideous×2	Bayonetta×1

CARD: VALIANCE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:10	0	14710	01:10	0	14710	01:30	0	14710	02:00
GOLD	01:30	600	6900	01:30	800	6900	01:50	2400	6900	02:20
SILVER	01:50	1500	4950	01:50	3600	4950	02:10	4800	4950	02:40
BRONZE	02:10	3000	3000	02:10	7200	3000	02:50	8000	3000	03:20
BOSS BONUS	3000			3000			3000			6000

ENEMY SET	
NORMAL	★★★ONLY
Valiance×1	Valiance×2

CARD: TEMPERANTIA

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:20	0	14710	01:20	0	14710	01:40	0	14710	02:00
GOLD	01:40	600	6900	01:40	2400	6900	02:00	3600	6900	02:20
SILVER	02:00	1800	4950	02:00	4800	4950	02:20	7200	4950	02:40
BRONZE	02:40	2400	3000	02:40	8000	3000	03:00	10000	3000	03:20
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
NORMAL	★★★ONLY
Temperantia×1	

CARD: MASKED LUMEN

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:10	0	600	01:10	0	600	01:30	0	600	03:00
GOLD	01:20	600	480	01:20	1200	480	01:40	2000	480	03:40
SILVER	01:30	1800	450	01:30	3600	450	01:50	5000	450	04:20
BRONZE	02:00	2400	420	02:00	8000	420	02:20	9800	420	05:00
BOSS BONUS	3000			3000			3000			8000

ENEMY SET	
NORMAL	★★★ONLY
Masked Lumen(Chapter4)×1	Masked Lumen(Chapter4)×1
	Bayonetta×1

CARD: PHANTASMARANEAE

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:10	0	14710	01:10	0	14710	01:30	0	14710	03:10
GOLD	01:30	1200	6900	01:30	1200	6900	01:50	3600	6900	03:30
SILVER	01:50	2400	4950	01:50	2400	4950	02:10	5400	4950	03:50
BRONZE	02:30	3600	3000	02:30	3600	3000	02:50	8500	3000	04:30
BOSS BONUS	3000			3000			3000			6000

ENEMY SET	
NORMAL	★★★ONLY
Phantasmaraneae×1	Phantasmaraneae×1
	Labolas×1

CARD: MASKED LUMEN

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:55	0	880	01:55	0	880	02:20	0	880	03:20
GOLD	02:30	900	650	02:30	1800	650	02:50	2400	650	03:40
SILVER	03:20	1800	590	03:20	3800	590	03:40	7200	590	04:40
BRONZE	04:20	3600	540	04:20	7200	540	04:40	11000	540	05:00
BOSS BONUS	3000			3000			3000			3000

ENEMY SET	
NORMAL	★★★ONLY
Balder(Chapter7)×1	Balder(Chapter7)×1
	Allegiance×2

CARD: BALDER

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	00:55	0	880	00:55	0	880	01:10	0	880	03:00
GOLD	01:05	900	650	01:05	1200	650	01:20	1800	650	03:40
SILVER	01:20	1800	590	01:20	2400	590	01:40	3600	590	04:20
BRONZE	02:00	3600	540	02:00	5200	540	02:20	8000	540	05:00
BOSS BONUS	5000			5000			5000			11000

ENEMY SET	
NORMAL	★★★ONLY
Balder:1	Balder:1
	Masked Lumen(Chapter7)×1
	Masked Lumen(Chapter4)×1

JOKER

CARD: RODIN

MEDAL	☆☆☆(2ND CLIMAX)			★☆☆(3RD CLIMAX)			★★☆(∞CLIMAX)			★★★(∞CLIM ENEM
	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME	DAMAGE	COMBO	TIME
PLATINUM	01:50	0	2930	01:50	0	2930	02:10	0	2930	06:40
GOLD	02:05	1000	1710	02:05	1000	1710	02:30	2000	1710	07:30
SILVER	02:30	3000	1410	02:30	3000	1410	02:50	4000	1410	08:20
BRONZE	03:20	5000	1100	03:20	5000	1100	03:40	6000	1100	10:00
BOSS BONUS	5000			5000			5000			5000

ENEMY SET	
NORMAL	★★★ONLY
Rodin×1	

Introduction

Foreword

It's strange, really.

I still vividly remember—and likely forever will—the very first time I laid eyes on the original *Bayonetta* at 2008's Electronic Entertainment Expo. The sight of the titular character tearing angels to pieces in ways that communicated that she cared naught what anyone thought of her drew many an awed expletive from the crowd of gathered gaming press. For my part, I simply stood in stunned silence, the smile unable to leave my face, the Trickster in me cackling maniacally.

Five years later, I'm penning a companion book to that game's sequel. Heck, for the longest time we were convinced there wouldn't even *be* a sequel. I suppose not even a god could have seen either coming.

What can be said about *Bayonetta* that hasn't already? I don't know, but I'll give it a shot. The minds that make up Platinum Games have been exploring and expanding the character action genre since the turn of the century, and with the studio's first sequel they've answered even more of stylish action's burning questions. What *if* you could wield a hammer imbued with the power of lightning against the hordes of the underworld, anyway? Or take down angels while wearing fox ears? Is there a true and proper way to handle a chainsaw such that one doesn't stain their Sunday best? These are answers the world has *burned for since the beginning of time*, and you will find these answers within.

And yet, for all of *Bayonetta*'s wondrous insanity—the posing, the innuendo, the mechanics that demand so much physical, visual, and aural feedback at once—she and her game are still inviting. Through numerous options that facilitate effortless, easygoing play whenever you desire, she asks all newcomers to her genre to play with her and to play in her world, to enjoy it for what it is. Bayonetta doesn't ask for anyone to be intimidated—though if they are, file that under "personal problem."

It's not one of mine, though. After having played *Bayonetta 2* for more than two hundred hours, I'm fully aware that there's room for me to learn even more about the game and for my skills to deepen—and I really want to. I'm pretty comfortable here.

This book contains everything learned in that time, with the aim of helping you, who hold it in your hands, to be not only the best but the *happiest Bayonetta 2* player one could hope to be. Enjoy the combat rundowns, read up on the enemy tactics, grab all the secret items. It's all here. The three planes of existence await for you to conquer them all—beautifully, of course.

I genuinely hope you find this guide as rewarding to digest as we did in putting it together.

~ Geson Hatchett

Introduction

A Christmas Story

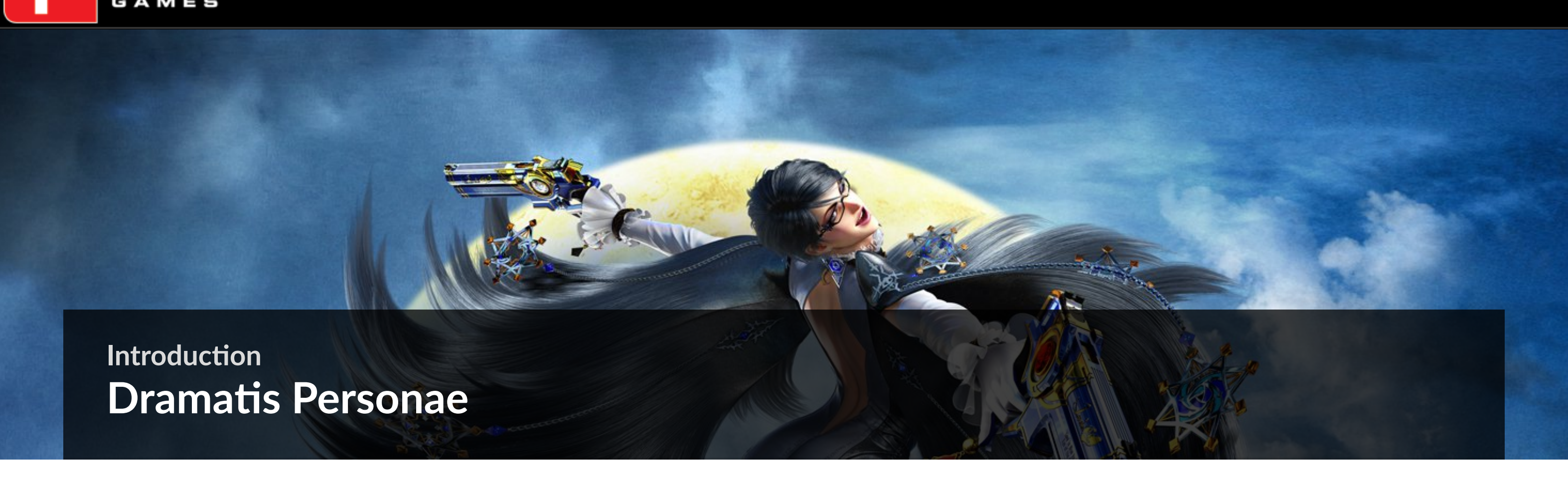
In modern day, the daughter of an Umbra Witch and a Lumen Sage—a forbidden union—awoke after centuries of slumber, with no memory of who she was. All she knew was that she could use the power of the Umbra to summon demons, and destroy the angels of Paradiso wherever they lay.

Destroy those angels she did, running into a rival who fought suspiciously like herself in the process. When it was all over, she'd saved the world and gained a best friend, Jeanne. But most importantly, she remembered who she was. Bayonetta's—Cereza's—life, after so long, belonged to herself once more.

Time passed, but the planes of existence never rest, and there are always forces waiting to take the world for their own. On Christmas Eve, during routine angel-thwarting, Jeanne is snatched and taken to Inferno.

This will not stand.

Now, fully aware of who she is and what she's capable of, and with an entourage of old friends and unlikely new allies at her side, Bayonetta sets out to rescue her best friend and Umbran sister. Her journey will take her to the world's most mysterious mountain, upward to Paradiso, and down to the depths of Inferno itself. Along the way, however, she may well stumble upon another one of those world-threatening forces...



Introduction

Dramatis Personae

BAYONETTA

“Cereza” to those who know her well enough.

The Umbra Witch and angel slayer extraordinaire. The daughter of an Umbra Witch and a Lumen Sage, she’s imbued with the Left Eye of Darkness, which is said to be associated with a godly presence.

Bayonetta practices “bullet arts,” a beautifully deadly dance-like fighting style performed with a combination of melee attacks and the guns on her hands and feet.

JEANNE

Bayonetta’s former-rival-turned-best friend, and fellow Umbra Witch. Her abduction, and the curiosities surrounding it, are what kick off Bayonetta’s adventure across the three planes of existence.

RODIN

The infernal weaponsmith returns, still running the bar known as The Gates of Hell, where Bayonetta can have new weapons made, pick up all sorts of items and accessories, and learn new moves. However, recent events have prompted Rodin to step into the fray himself—and when he does, things get explosive!

LOKI

This mysterious boy joins Bayonetta in her quest while pursuing one of his own. To say that the two’s personalities and even ideologies are at odds is an understatement, but perhaps, just perhaps along the way, they might learn to find some common ground.

Along with being quite agile, Loki can toss cards to attack and can project magic fields to defend himself in battle.

ENZO

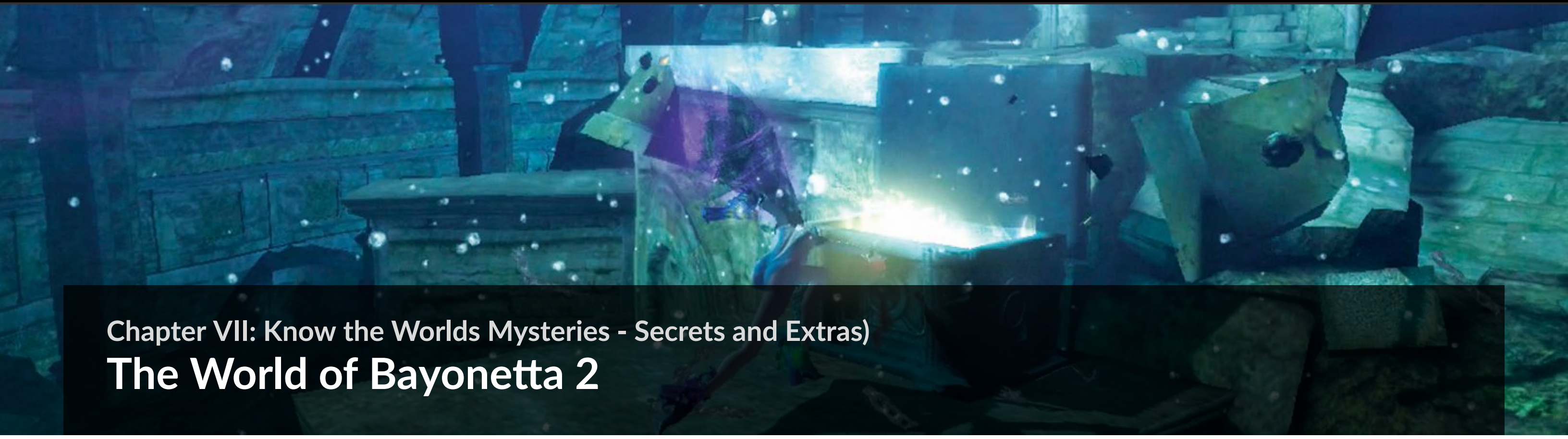
Though his being the butt of the series’ more elaborate jokes may suggest otherwise, Enzo is actually a resourceful informant and consequently a valuable member of Bayonetta’s entourage. In both the original game and this one, it is Enzo who finds out where Bayonetta will have to journey to find whatever answers she seeks.

LUKA

A scoop-searching journalist armed with naught but a grappling hook and a rather curious luck factor, Luka Redgrave (son of Antonio) chases after Bayonetta wherever he can, because let’s face it: Where Bayonetta goes, supernatural spectacle follows! As the aforementioned luck would have it, Luka’s research clues him in to a massive legend, and it is that legend that sets this game in motion.

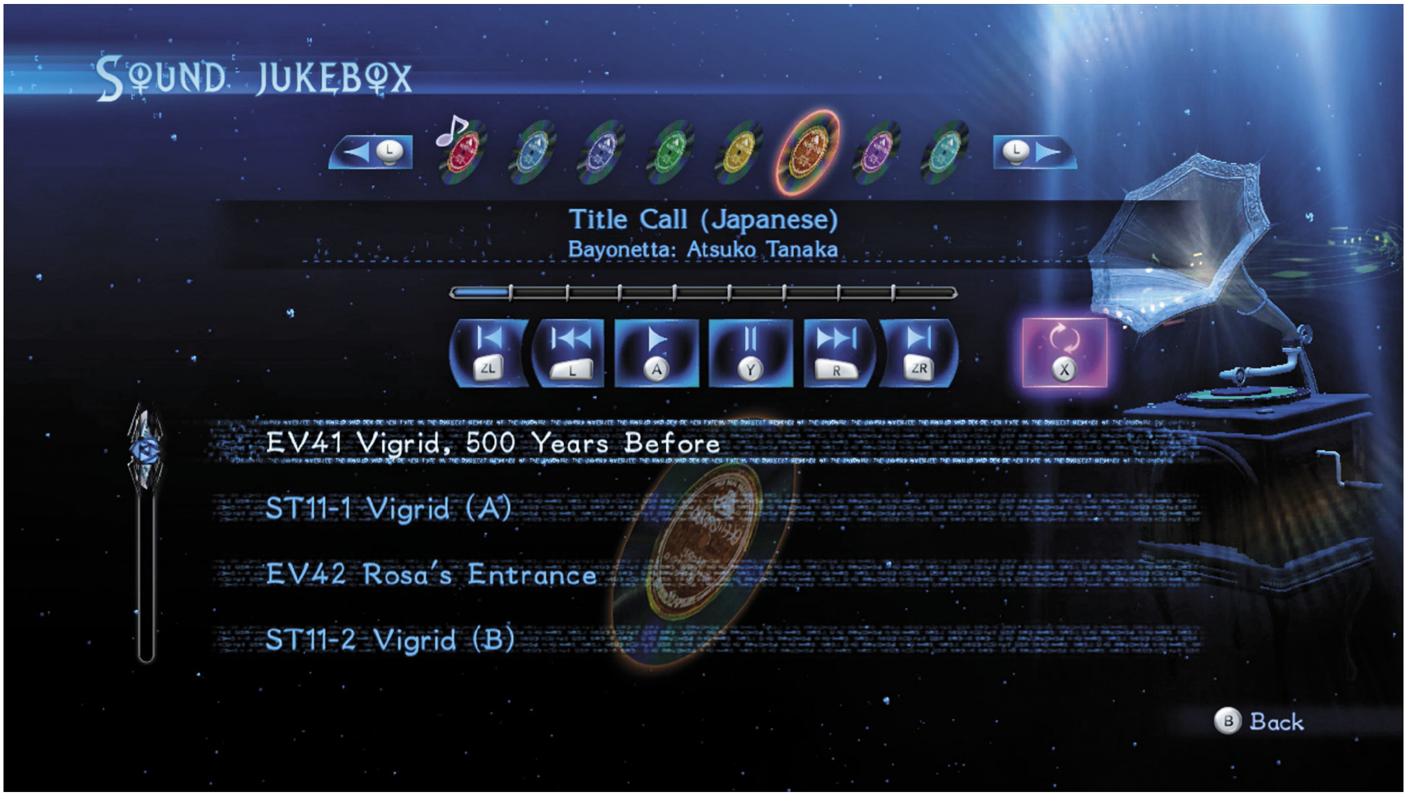
MASKED LUMEN

In the midst of the battles in Paradiso, a Lumen Sage appears, which is certainly odd given that Bayonetta killed the last Lumen Sage on Earth with her own two hands (and lipstick!). Who lies behind the mask, and what are his motives? Bayonetta will have to battle him multiple times to find out.



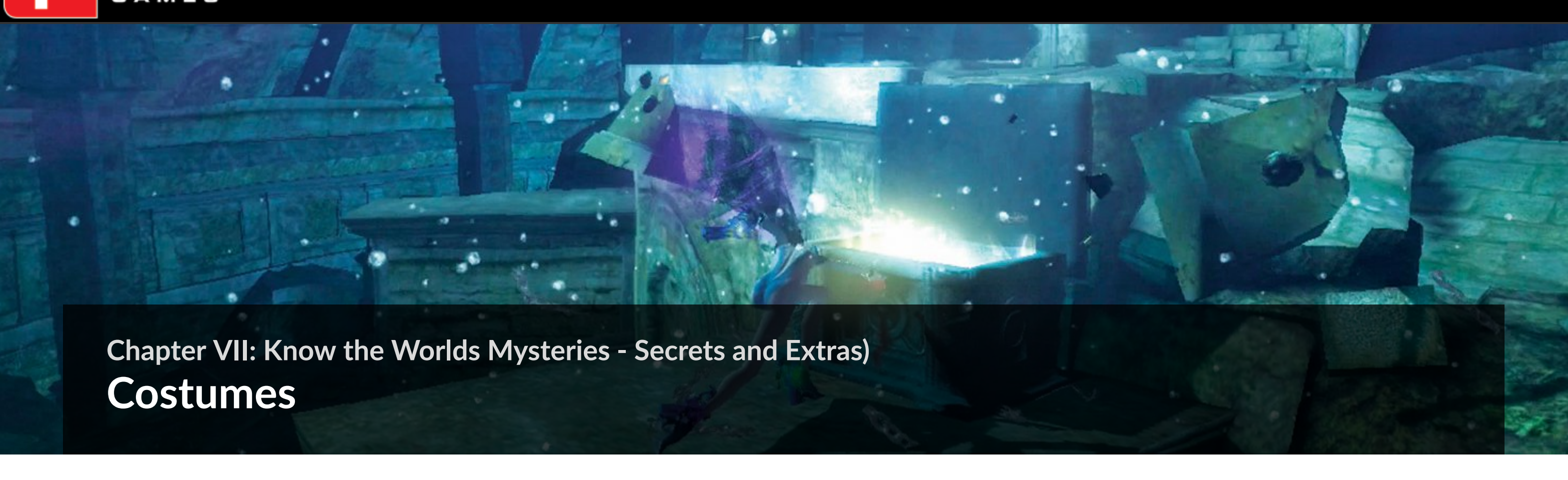
The World of Bayonetta 2

There's more to do in *Bayonetta 2* than simply finishing the story! All sorts of hidden treats are locked away. Some of these make the game easier or harder, others flesh out the *Bayonetta* universe, and still others enhance replay value for years to come.

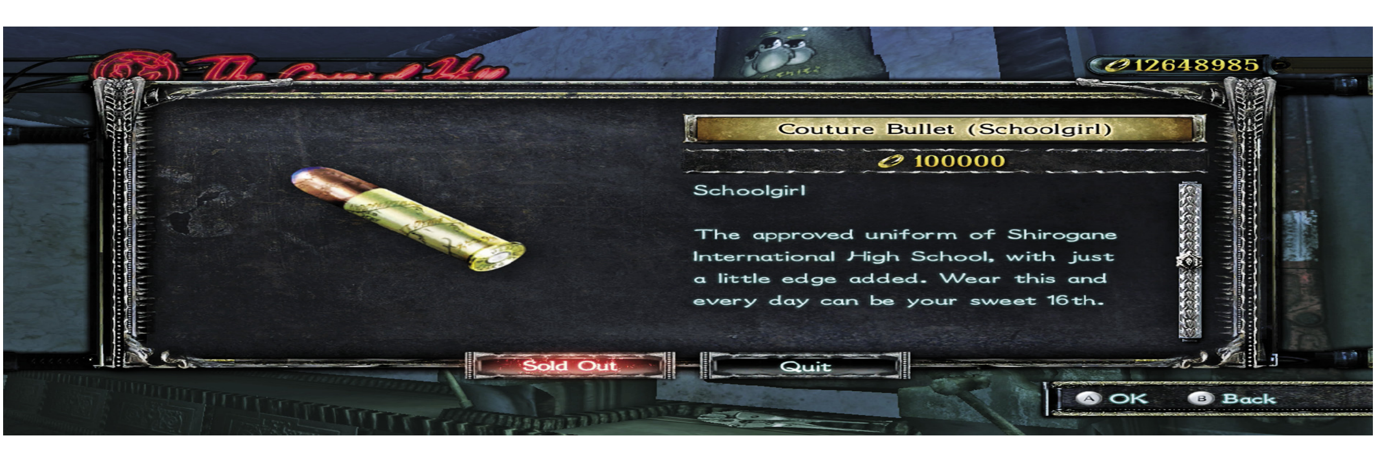

SOUND JUKEBOX
Title Call (Japanese)
Bayonetta: Atsuko Tanaka
EV41 Vigrid, 500 Years Before
ST11-1 Vigrid (A)
EV42 Rosa's Entrance
ST11-2 Vigrid (B)
B Back

From concept art to character models and a full soundtrack, The World of *Bayonetta 2* is a virtual museum featuring a behind-the-scenes look at everything you've encountered in the game. Not everything is visible from the start, but the more of the game you see, the more is unlocked in this comprehensive gallery.

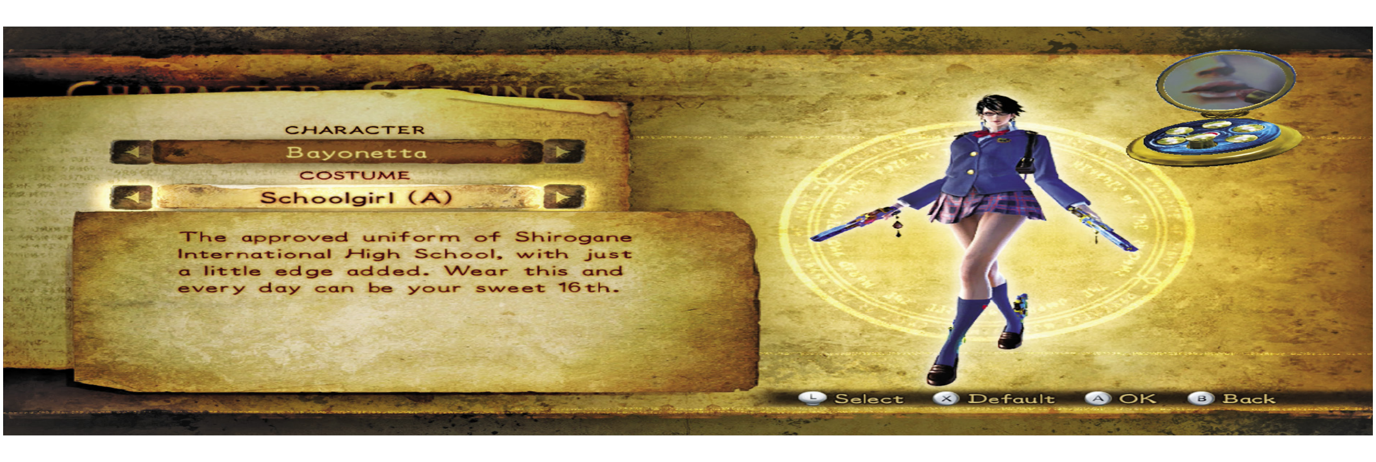
To unlock The World of *Bayonetta 2*, beat Story mode on any difficulty.



Costumes



The approved uniform of Shirogane International High School, with just a little edge added. Wear this and every day can be your sweet 16th.



The approved uniform of Shirogane International High School, with just a little edge added. Wear this and every day can be your sweet 16th.

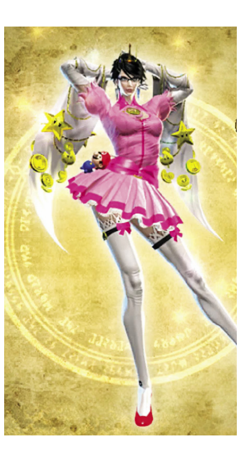
Over the course of *Bayonetta 2*, players can buy a variety of costumes from The Gates of Hell, giving Bayonetta dozens of ways to fight beautifully. Destroy demons in a dress, antagonize angels in sacred robes; the sky's the limit! The following is a list of outfits you can obtain, and how to do so.

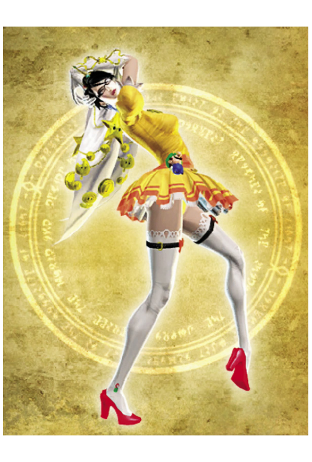
COSTUME	HOW TO UNLOCK FOR PURCHASE
Umbran Elegance (Rakshasa)	Obtain the Rakshasa weapon.
Umbran Elegance (Kafka)	Obtain the Kafka weapon.
Umbran Elegance (Chernobog)	Obtain the Chernobog weapon.
Umbran Elegance (Takemikazuchi)	Obtain the Takemikazuchi weapon.
Umbran Elegance (Chain Chomp)	Obtain the Chain Chomp weapon.
Super Mirror 2	Unlocked at the beginning of the game.
Couture Bullet (Schoolgirl)	Obtain Super Mirror 2.
Couture Bullet (Police Woman)	Obtain Super Mirror 2.
Couture Bullet (Witch Apprentice)	Obtain Super Mirror 2.
Couture Bullet (Metal Witch)	Obtain Super Mirror 2.
Couture Bullet (Dress)	Obtain Super Mirror 2.
Couture Bullet (Uniformed) [Jeanne Only]	Obtain Super Mirror 2.
Super Mirror 64-2 [Includes Couture Bullet (Star Mercenary)]	Unlocked at the beginning of the game.
Couture Bullet (Mushroom Kingdom Princess)	Obtain Super Mirror 64-2.
Couture Bullet (Sarasaland Princess)	Obtain Super Mirror 64-2.
Couture Bullet (Hero of Hyrule)	Obtain Super Mirror 64-2.
Couture Bullet (Galactic Bounty Hunter)	Obtain Super Mirror 64-2.
Super Mirror	Beat 2nd Climax difficulty or above.
Couture Bullet (Old-Old Hairstyle)	Obtain Super Mirror.
Couture Bullet (Nun-Old Hairstyle)	Obtain Super Mirror.
Couture Bullet (Uniformed-Old Hairstyle) [Jeanne Only]	Obtain Super Mirror.
Super Mirror 64	Beat 3rd Climax Difficulty.
Couture Bullet (Sarasaland Princess-Old Hairstyle)	Obtain Super Mirror 64.
Couture Bullet (Hero of Hyrule-Old Hairstyle)	Obtain Super Mirror 64.
Couture Bullet (Galactic Bounty Hunter-Old Hairstyle)	Obtain Super Mirror 64.

THE NINTENDO COSTUME SYSTEM

Special note must be given to the exclusive costumes in *Bayonetta 2*, because they not only have star power behind them, but they also have special gameplay-enhancing attributes. You gain access to these costumes after you buy the Super Mirror 64-2 or Super Mirror 64 items from The Gates of Hell, and they're worth it!

MUSHROOM KINGDOM PRINCESS & SARASALAND PRINCESS





Outfits based on Princesses Peach and Daisy, respectively, of *Super Mario Bros.* fame.

SPECIAL ABILITIES

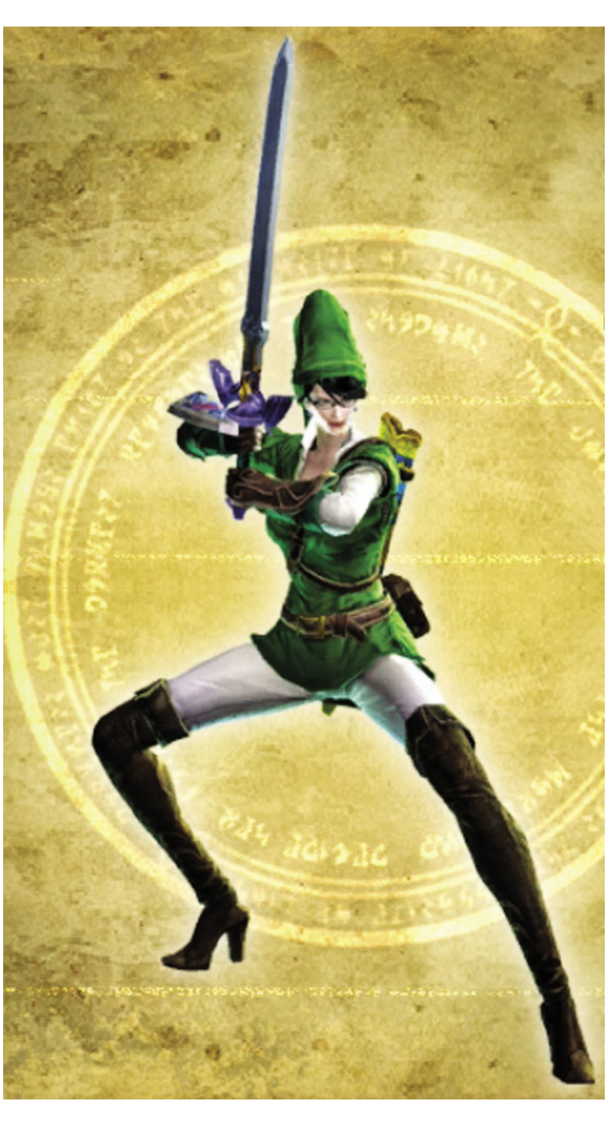
- Bowser Summon

Summon the feet and fists of Bowser, King of the Koopas, via Wicked Weaves.

ADDITIONAL EFFECTS:

Halos and Orbs will also become Coins, complete with accompanying collection sound.

HERO OF HYRULE



Outfit based on Link from *The Legend of Zelda* series.

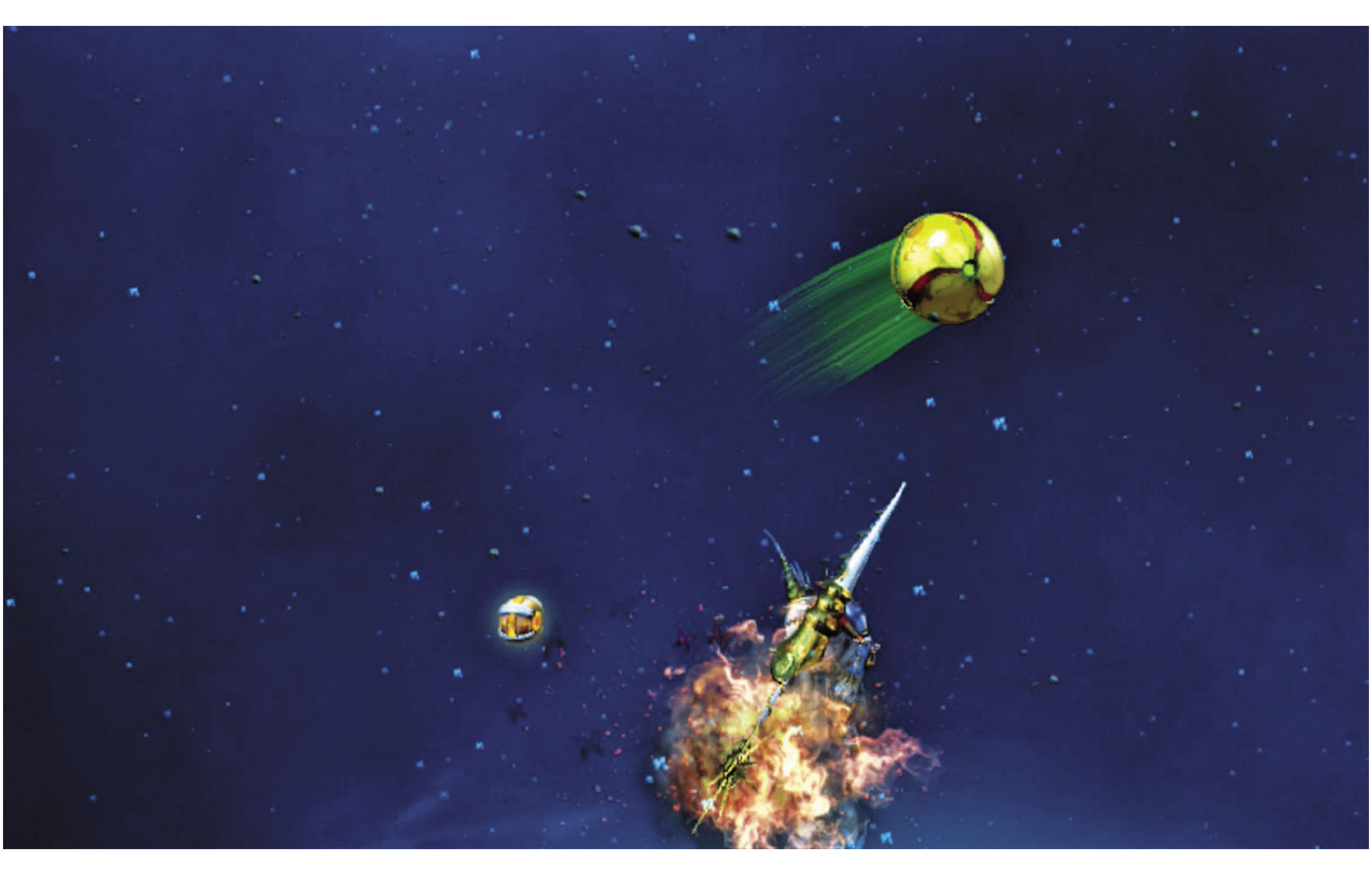
SPECIAL ABILITIES

- Hylian Shield

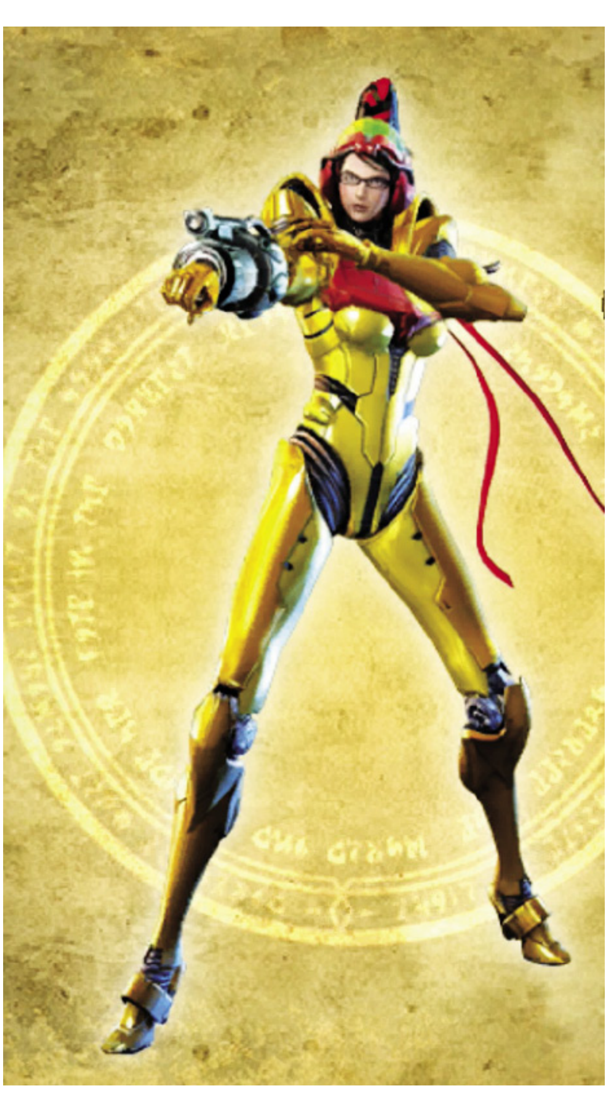
Comes with the built-in ability to parry attacks without having the Moon of Mahaa-Kalaa equipped. This costume is very useful because it frees up an accessory slot for Bayonetta that the Moon would normally occupy.

In addition, classic *Zelda* series jingles are played when you open chests or discover secret passages.

Additional Effects: Halos and Orbs will also become Rupees (with accompanying collection sound), and equipping the Shuraba transforms it into the Master Sword!



GALACTIC BOUNTY HUNTER



Outfit based on Samus Aran from the *Metroid* series.

SPECIAL ABILITIES

- Morph Ball & Bombs

Instead of Panther Within, Bayonetta uses Samus's Morph Ball. Jumping with the Morph Ball active allows the use of Bombs, which hit enemies for light damage.

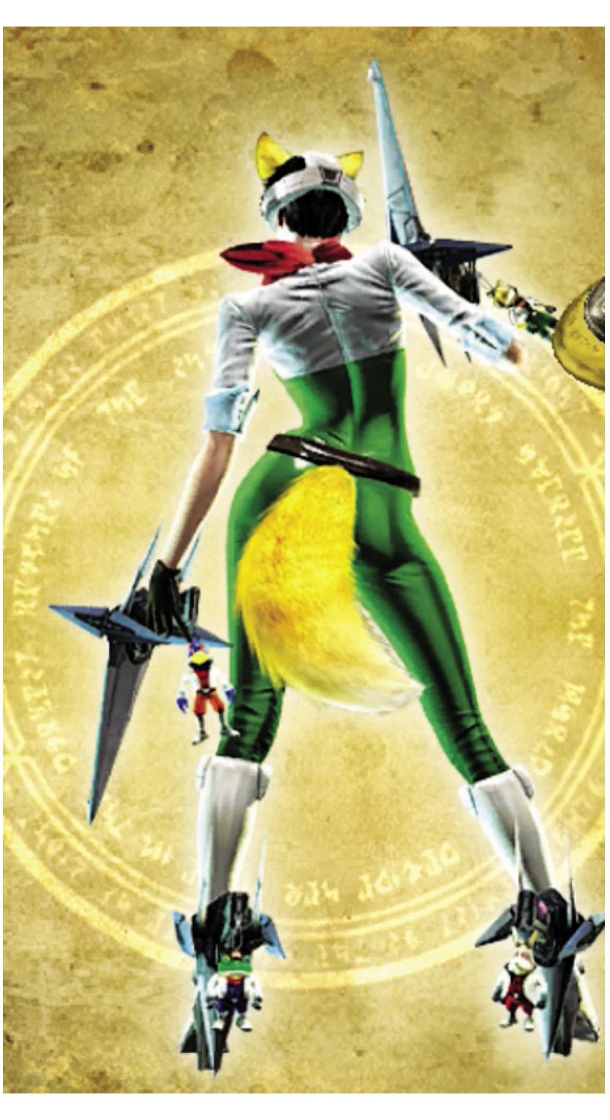
- Screw Attack

Directional double jumps now become Screw Attacks, which can hit enemies for light damage.

- Arm Cannon

Samus's classic Arm Cannon, which takes the place of Bayonetta's gun attack, packs a punch and sends weaker enemies flying when powered up!

STAR MERCENARY



Outfit based on Fox McCloud from the *Starfox* series.

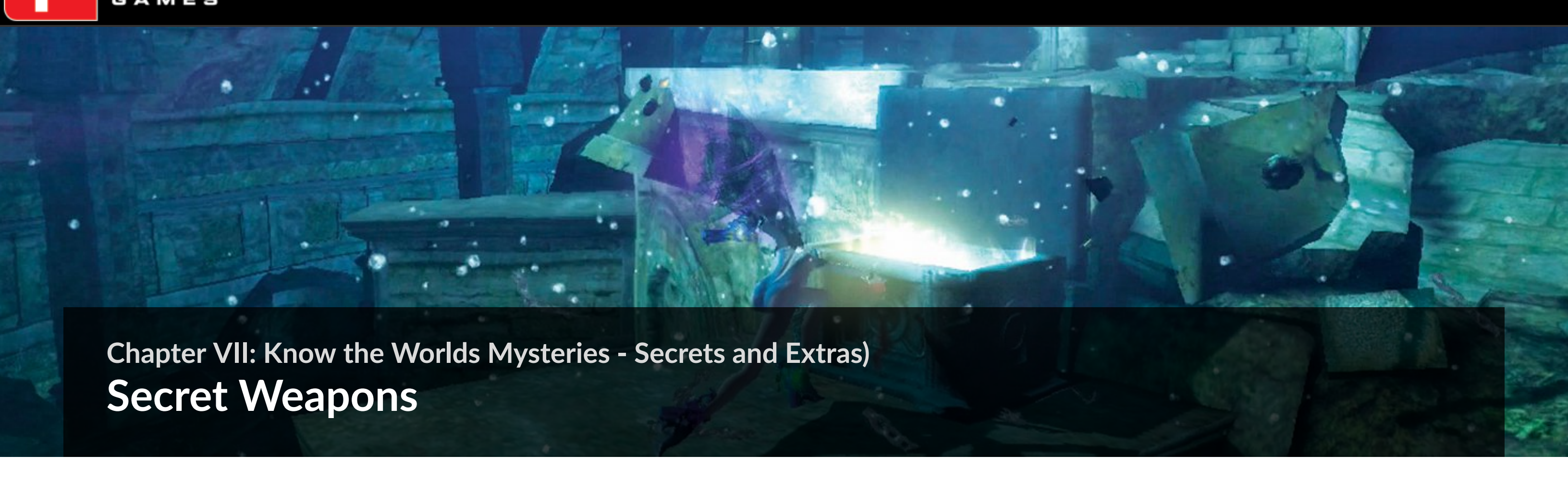
SPECIAL ABILITY

- Arwing

In addition to having authentic lock-on aesthetics, the Arwing takes the place of Bayonetta's gun attack for super-fast laser shots!

ADDITIONAL EFFECTS:

Along with changing the sound effect for acquiring items, the Arwing replaces the jet fighters seen in Chapters I and XVI.

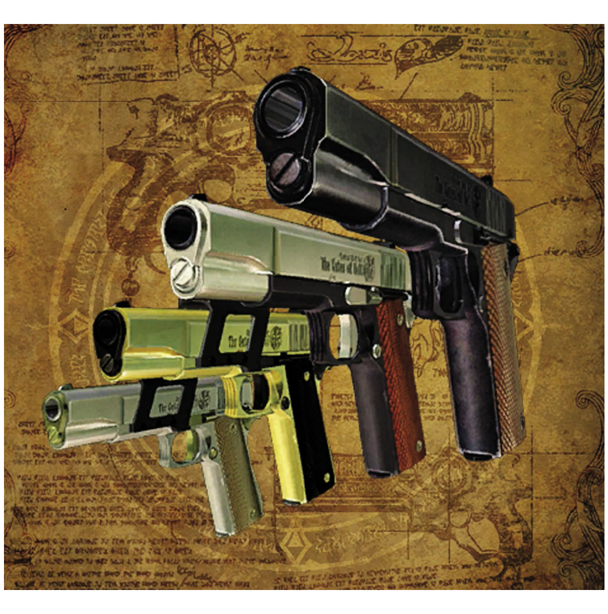


Chapter VII: Know the Worlds Mysteries - Secrets and Extras)

Secret Weapons

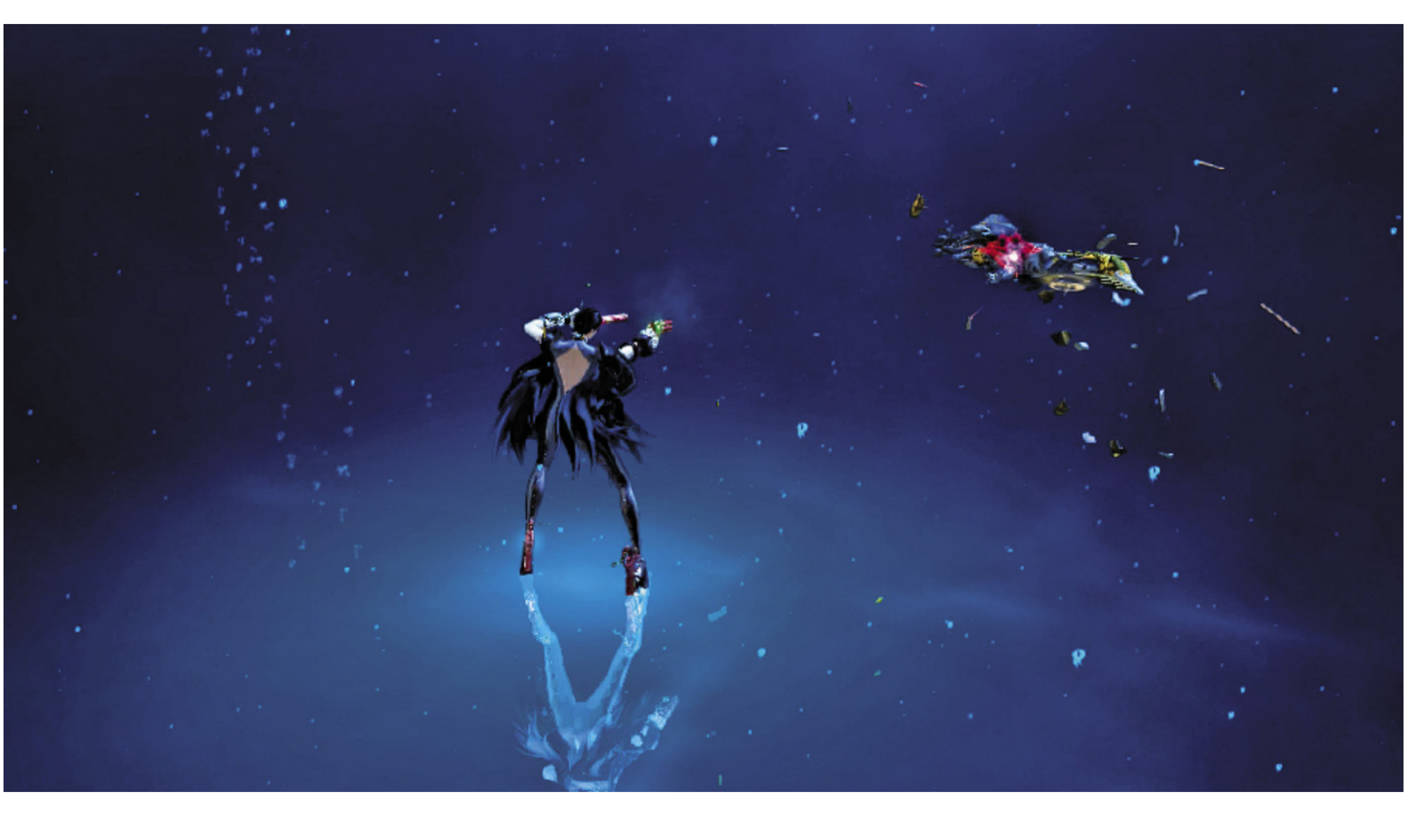
There are more weapons in *Bayonetta 2* than the game lets on, which open up the combat system in ways ranging from subtle to amazing.

HANDGUNS

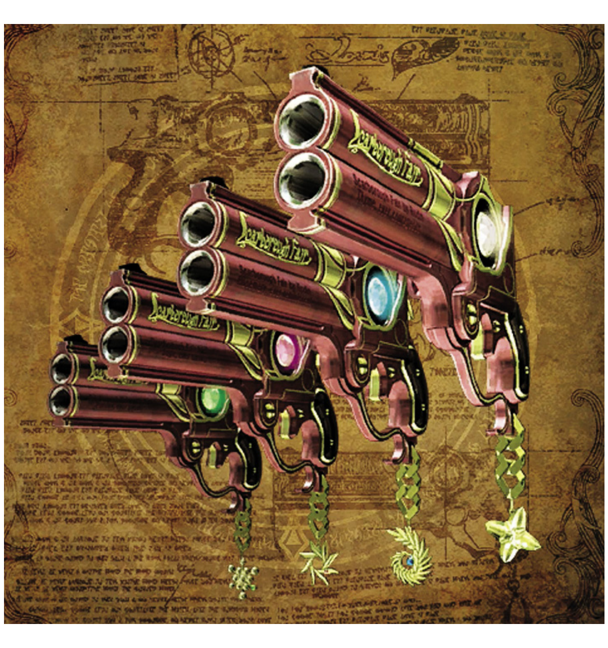


Handguns work functionally the same as Love Is Blue, except for one major difference. Because standard earthly guns can't handle the awesome magical power of an Umbra Witch, Bayonetta no longer has access to Wicked Weave attacks. This can be a blessing or a curse depending on how you look at things—on the one hand you lose some attack power, but on the other, you gain a slight bit of mobility on your combo enders.

To unlock the Handguns, beat the game on any difficulty.



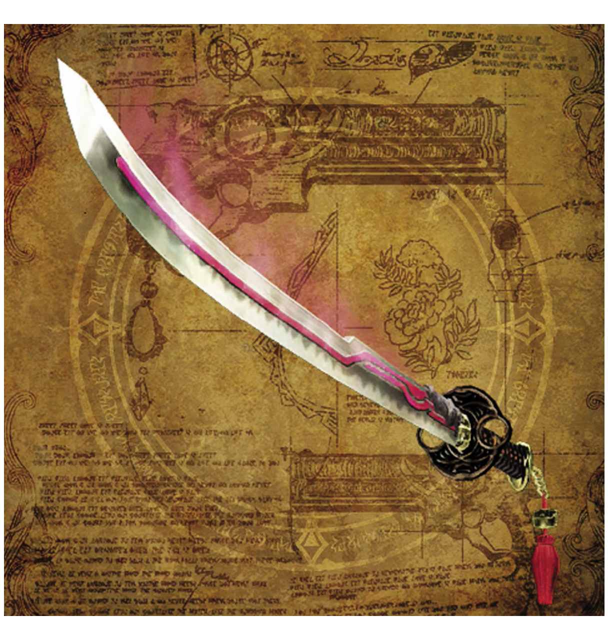
SCARBOROUGH FAIR



Feeling nostalgic? These handguns from the original *Bayonetta* are reminiscent of Love Is Blue, but they come with their own moveset and aesthetic. Combine these with Bayonetta's "Old Hairstyle" costumes to complete your timewarp ensemble!

To unlock the Scarborough Fair, purchase the Super Mirror from The Gates of Hell.

SHURABA



One of the most cherished weapons from the original *Bayonetta* returns for round two! The Shuraba has its own moveset unique from Rakshasa, and it does more damage per slash! If you like swordfighting but want some more bite to your attacks, equip this blast from the past. To unlock the Shuraba, purchase the Super Mirror from The Gates of Hell.

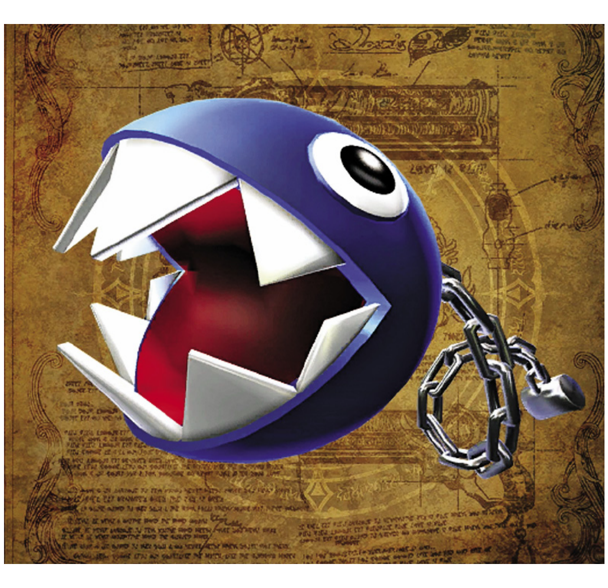
Jeanne has her own version of the Shuraba, called the Angel Slayer. It is unlocked when the Super Mirror is purchased for Jeanne.

Tip

If you equip the Shuraba while wearing the Hero of Hyrule costume, Bayonetta will wield the fabled Master Sword. Go find some wizards!

Even if Bayonetta remains stationary, Chain Chomp will bite at any enemy in range. While this bite does minimal damage, it can interrupt the actions of weaker foes!

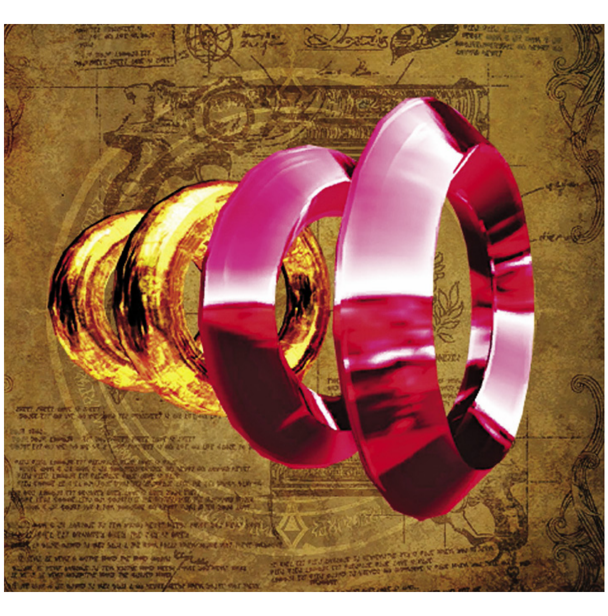
CHAIN CHOMP



Speaking of attacks with bite.... Hailing from the *Super Mario* series, the Chain Chomp attaches to Bayonetta's legs, giving her kicks added fierceness! This heavy living ball staggers enemies with each hit, much like the Takemikazuchi. Plus, its Wicked Weave attack hits hard and has an explosive finisher! Fans of the Lt. Col. Kilgore weapon from the original *Bayonetta* will find lots to love about Chain Chomp.

To unlock the Chain Chomp, beat the game on 3rd Climax difficulty to receive the **Angelic Hymns Gold LP Super Mario 64**. Take the LP to The Gates of Hell and Rodin will give you a shiny new Chain Chomp.

RODIN



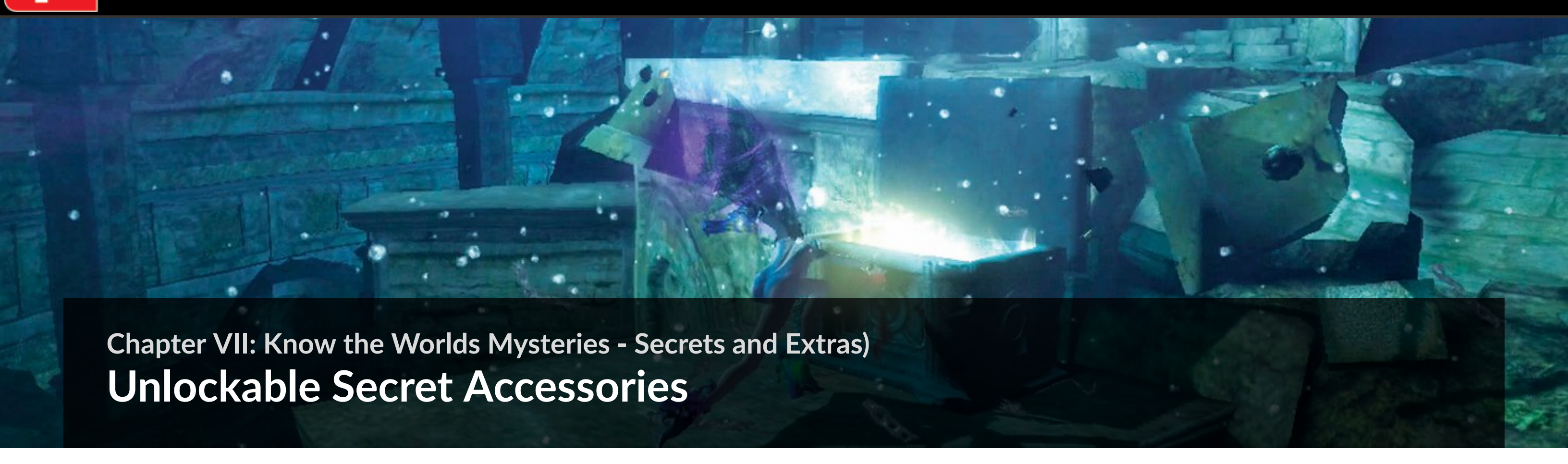
The Rodin is a fantastic weapon that morphs into different Angel Arms and Demon Arms depending on the button combinations used. Not only is it extremely versatile, but most weapon forms stagger enemies with each strike even better than the Takemikazuchi or Chain Chomp.

To obtain the Rodin weapon, just beat Rodin himself in a fight. However, this is far easier said than done.

UMBRAN ARMOR

The Umbran Armor actually isn't much of a "secret"; you can potentially use it from Chapter XIV onward, no muss, no fuss. Much like Umbran Climax, it lasts for a short time. The Armor's biggest strength is... well, its strength. Its powerful punches, kicks, and guns make short work of any foe. In exchange, you're a much bigger target than normal. It's up to you to decide if the trade-off is worth it.

To obtain the Umbran Armor, beat Chapter XIV: The Witch Hunts in Story mode on any difficulty. The Earrings of Ruin accessory becomes available in The Gates of Hell. Buy it, then equip. Umbran Armor takes the place of Umbran Climax when activated.

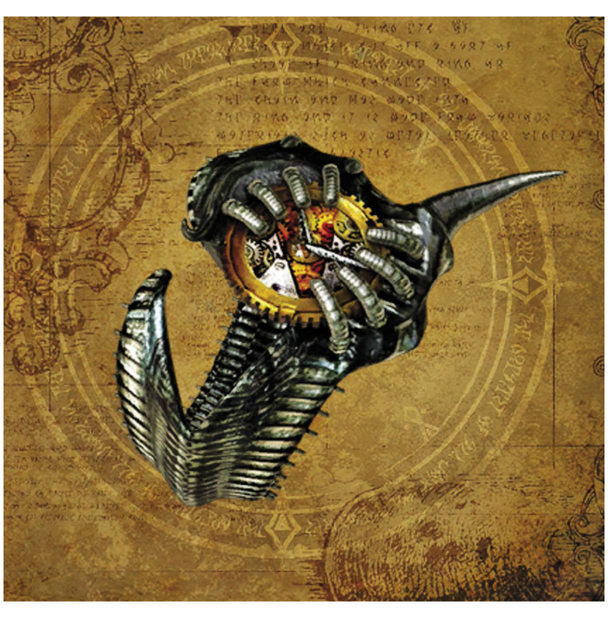


Chapter VII: Know the Worlds Mysteries - Secrets and Extras)

Unlockable Secret Accessories

Some accessories hidden within the game are even more powerful than the ones Bayonetta already has access to. Some are useful in gaining Pure Platinum ranks, while others are just for fun and won't count toward your ranking at all.

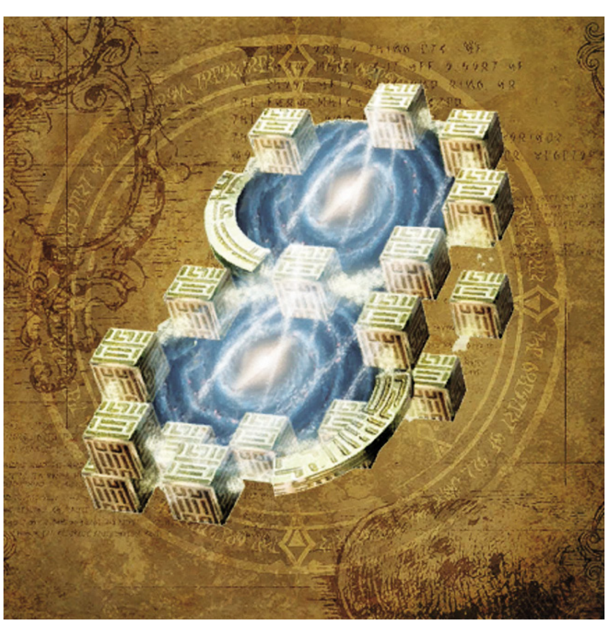
BRACELET OF TIME



The Bracelet of Time allows Bayonetta to activate Witch Time on her terms and her schedule, as long as she has at least four magic orbs filled first. The catch, however, is that normal dodges no longer activate Witch Time.

To unlock the Bracelet of Time for purchase in The Gates of Hell, beat Story mode on 2nd Climax difficulty or higher with a rank of Gold or higher in every chapter. Then you can buy it for 200,000 Halos.

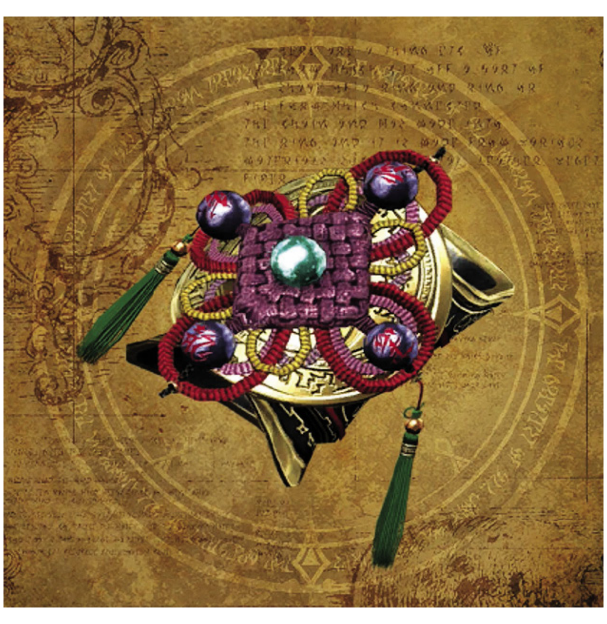
CLIMAX BRACE



In the original *Bayonetta*, the Climax Brace turned every punch or kick attack launched into a Wicked Weave. Because Umbran Climax does that job for you in *Bayonetta 2*, this time around the Climax Brace simply gives you unlimited magic power to unleash nonstop Umbran Climaxes (or Torture Attacks, Umbran Armors, etc.).

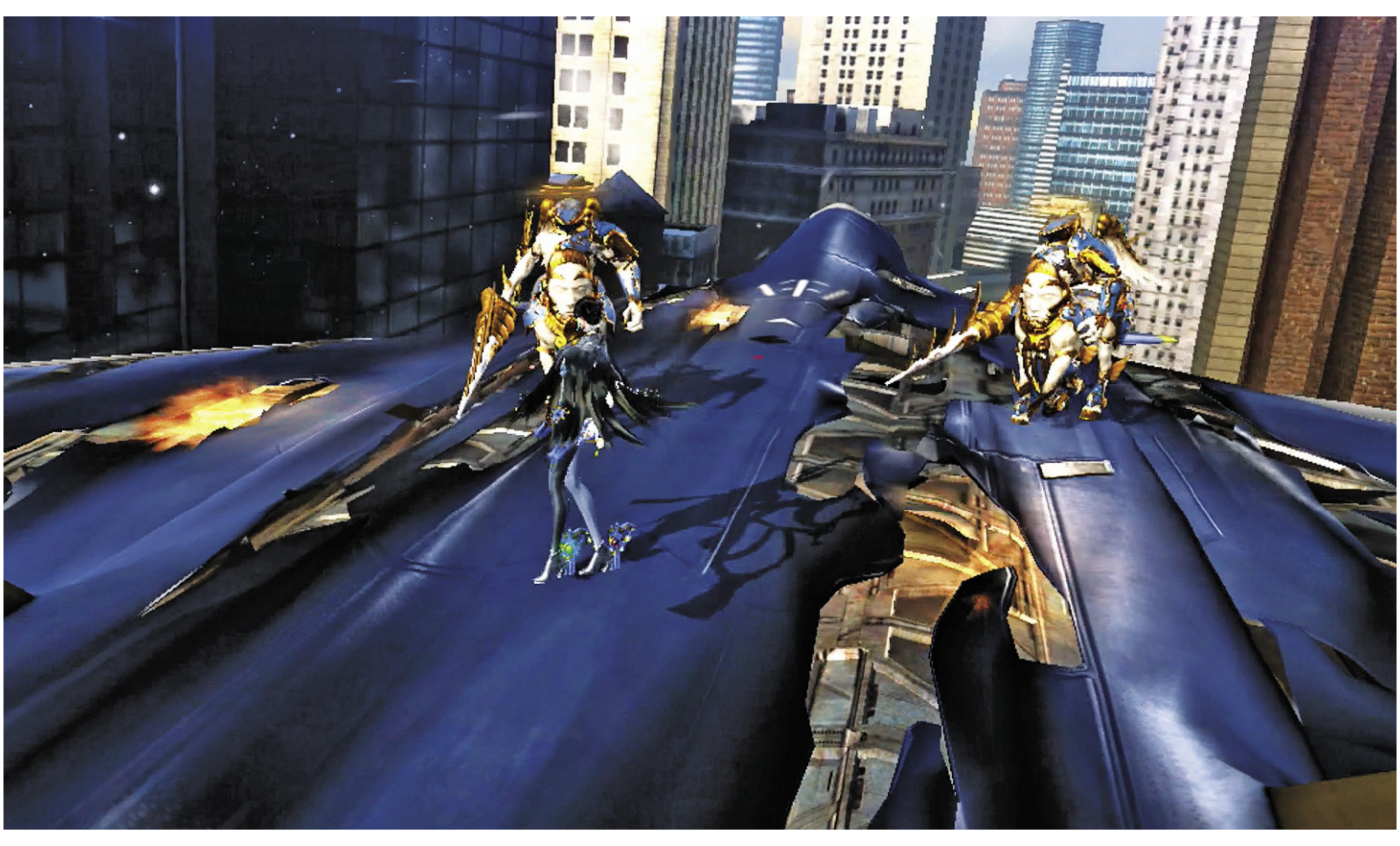
To unlock the Climax Brace for purchase in The Gates of Hell, obtain all 50 Umbran Tears of Blood. Then you can buy it for 500,000 Halos.

CLIMAX BRACE 2

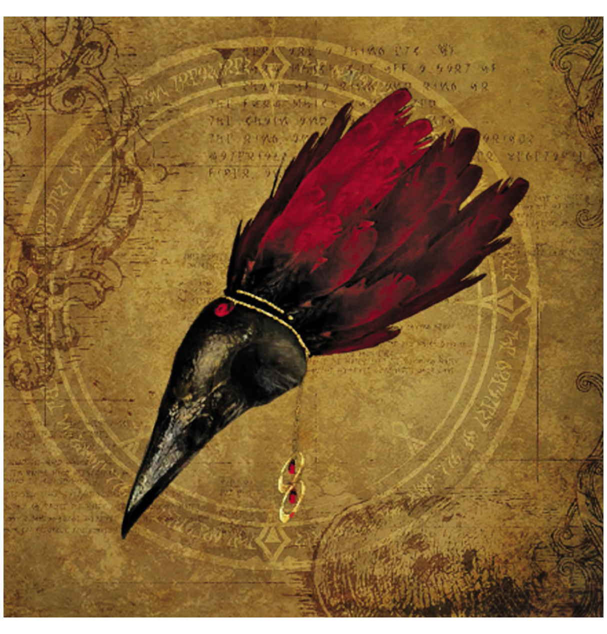


The Climax Brace 2 strengthens your Wicked Weave attacks at the cost of defensive ability. Naturally, pairing this with the Climax Brace will turn you into an offensive juggernaut. Just don't get hit. You won't enjoy it.

To unlock Climax Brace 2 for purchase in The Gates of Hell, beat Story mode on 2nd Climax difficulty or higher with all Platinum (or higher!) medals. Then buy it for 500,000 Halos.



ETERNAL TESTIMONY



The Eternal Testimony automatically refills two magic orbs whenever Bayonetta's magic power is depleted. You can use this to unleash a flurry of low-level magic attacks (such as Umbran Spear), or simply raise the magic power needed for accessory abilities and Umbran Climax in less time than normal. Rather valuable!

To unlock the Eternal Testimony for purchase in The Gates of Hell, obtain 25 Umbran Tears of Blood, through any combination of Umbran Crows and Bewitchments. Then buy it for 500,000 Halos.

Tip

HOT!

Love the Bracelet of Time's effects but don't want to give up your normal Witch Time? Hold off equipping the Bracelet until you've built up the magic power you want via normal means, **then** equip the accessory from the Subscreen. Unequip again once you're done using it, and repeat. It's a bit of busywork, but the added play flexibility makes it worth it!

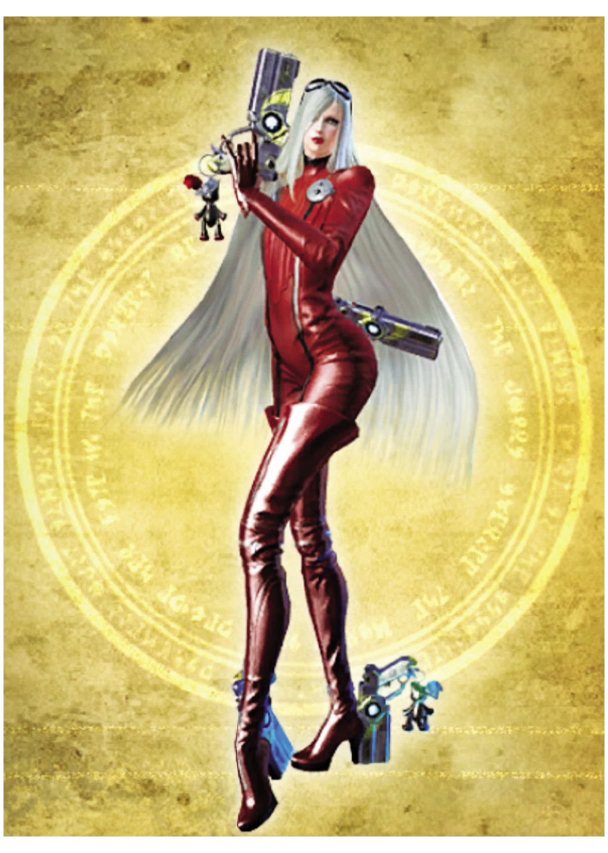
Caution

No score or ranking records gained by using either Climax Brace will be officially recorded. You have been warned! Instead, use these accessories to show off or just have fun.

Unlockable Secret Characters

Just like secret costumes and weapons, secret characters abound in *Bayonetta 2*, all of whom dramatically change the game in some way! Between old faces and new, odds are you'll find someone who suits your personal sense of style.

JEANNE

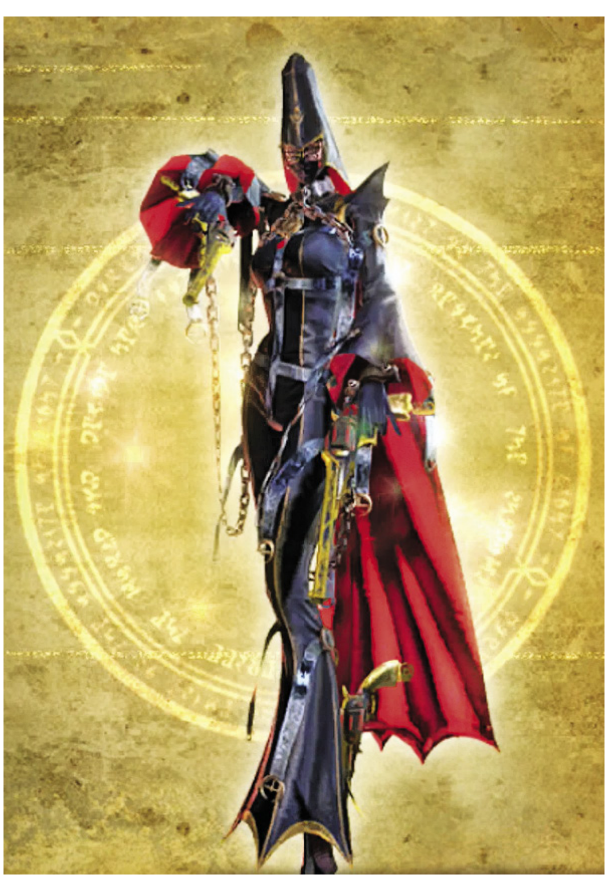


Jeanne is the second of the only two Umbra Witches left on Earth, and Bayonetta's confidante.

Jeanne plays the same way as Bayonetta, but has a much tighter timing requirement for gaining Witch Time after a dodge. You'll need to dodge at nearly the exact instant you're hit to trigger Witch Time. In exchange, Jeanne gets a power and damage boost with her Wicked Weaves.

Unlock Jeanne by beating Story mode on any difficulty.

ROSA



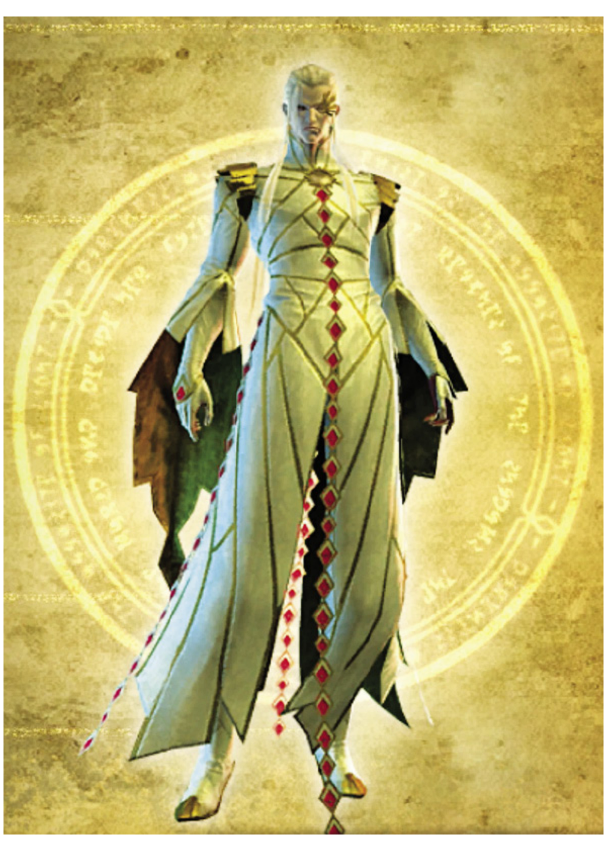
This mysterious woman has special ties to Bayonetta...

Rosa's only weapon is the Unforgiven, a set of twin guns, and her defense is the lowest of all the characters. In exchange, she boasts tremendous offensive power. Rosa uses Umbran Armor in place of Umbran Climax.

Unlock Rosa by beating Story mode on 3rd Climax difficulty.

CPU
1P
VERSE 2

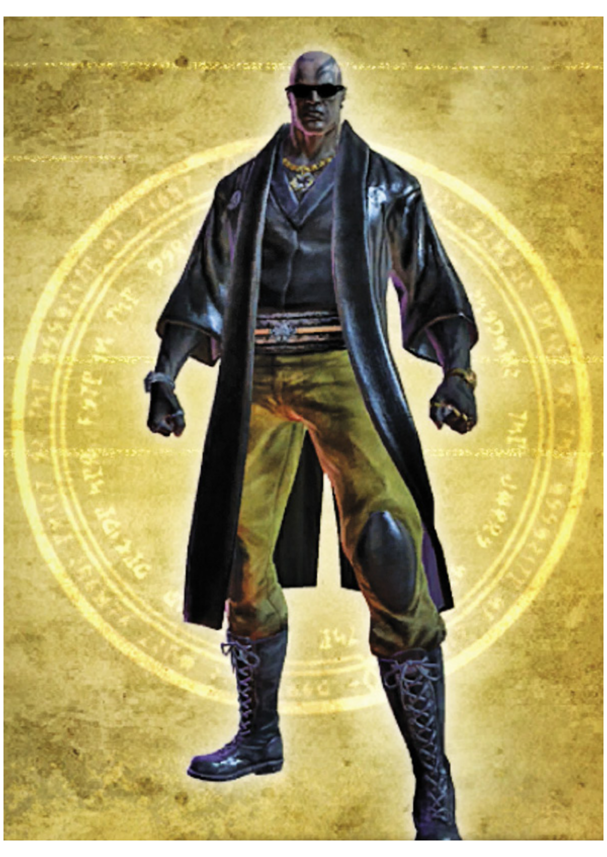
BALDER



Balder fights with a staff and summons angels instead of demons, but otherwise Lumen Sage combat is every bit as stylish as that of an Umbra Witch. Combat strategies that apply to Bayonetta and Jeanne largely apply to Balder, with some mild twists.

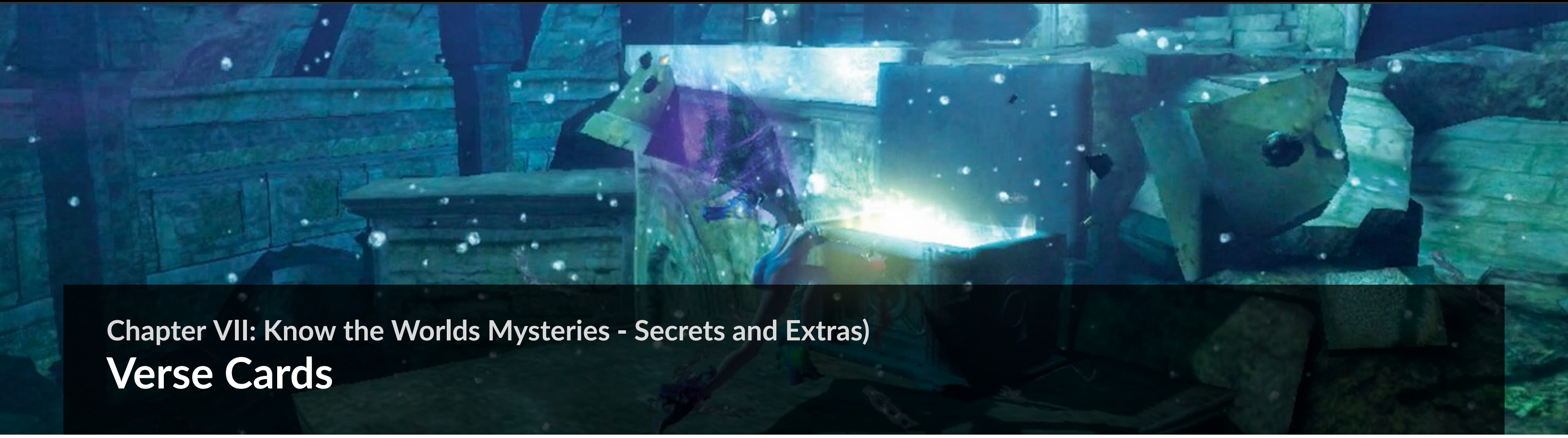
Unlock Balder by beating his Verse Card in Tag Climax mode. Obtain the Verse Card itself by playing Tag Climax. Balder can be used only in Tag Climax.

RODIN



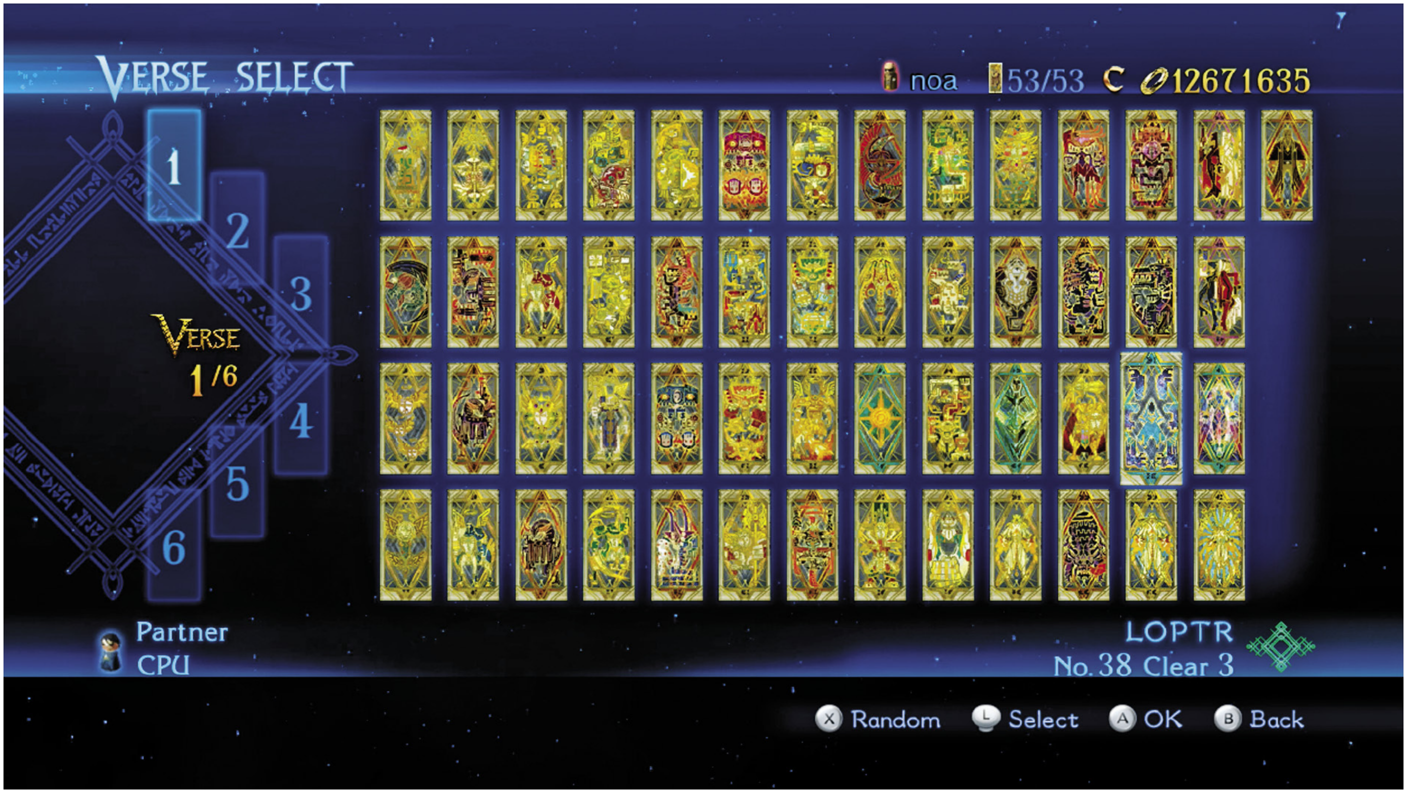
Rodin's fighting style concentrates on pure power and endurance. He uses his bare fists in combat, giving him even less melee range than the gun-exclusive Rosa. Instead of dodging, he puts up an invincibility shield for an instant. Lacking a dodge, he also doesn't have Witch Time, which sacrifices mobility. However, he's powerful and can dispatch enemies quickly—as long as you can get in close!

Unlock Rodin by beating his Verse Card in Tag Climax mode. Obtain the Verse Card itself by playing Tag Climax. Rodin can be used only in Tag Climax.

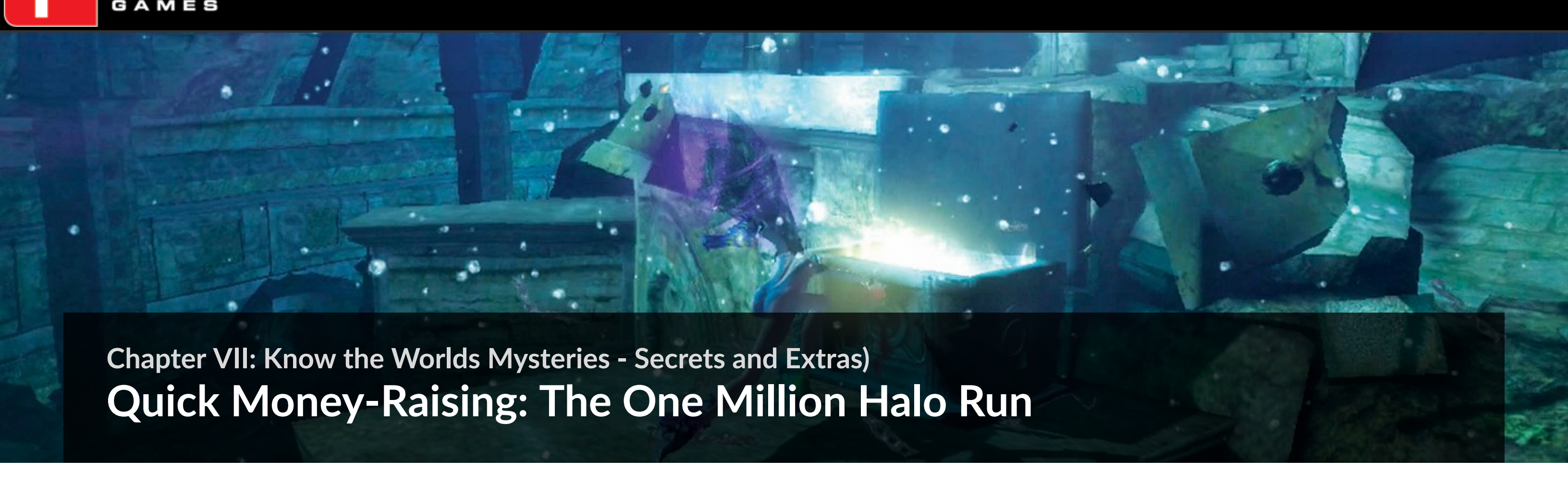


Chapter VII: Know the Worlds Mysteries - Secrets and Extras)

Verse Cards


VERSE SELECT
noa
53/53
12671635
1
2
3
4
5
6
VERSE
1/6
Partner
CPU
LOPTR
No. 38 Clear 3
Random
Select
OK
Back

Verse Cards determine the enemies that you can fight in Tag Climax. You can collect certain Verse Cards: by playing through Story mode, and others by playing Tag Climax itself. Find a list of all Verse Cards in the Tag Climax section.

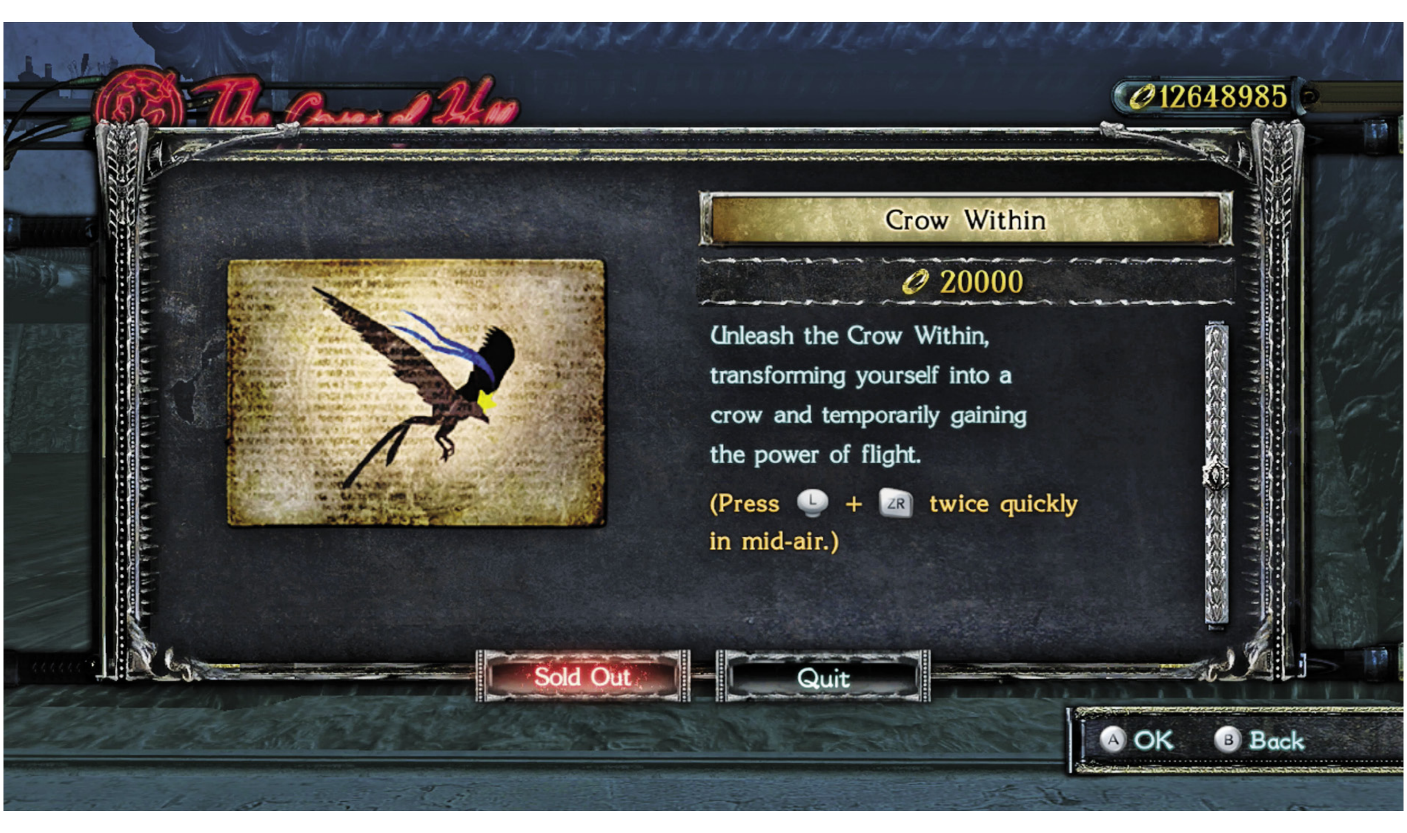


Chapter VII: Know the Worlds Mysteries - Secrets and Extras)

Quick Money-Raising: The One Million Halo Run

Are you growing impatient with the rate at which you earn money for buying goodies at The Gates of Hell? Are you trying to get that special accessory, that perfect costume, or that all-important Platinum Ticket (see next section)? If so, this is the section for you! Near the end of your first run through Story mode, there's a way to quickly get all the money you want. Read on to find out how!

REQUIREMENTS



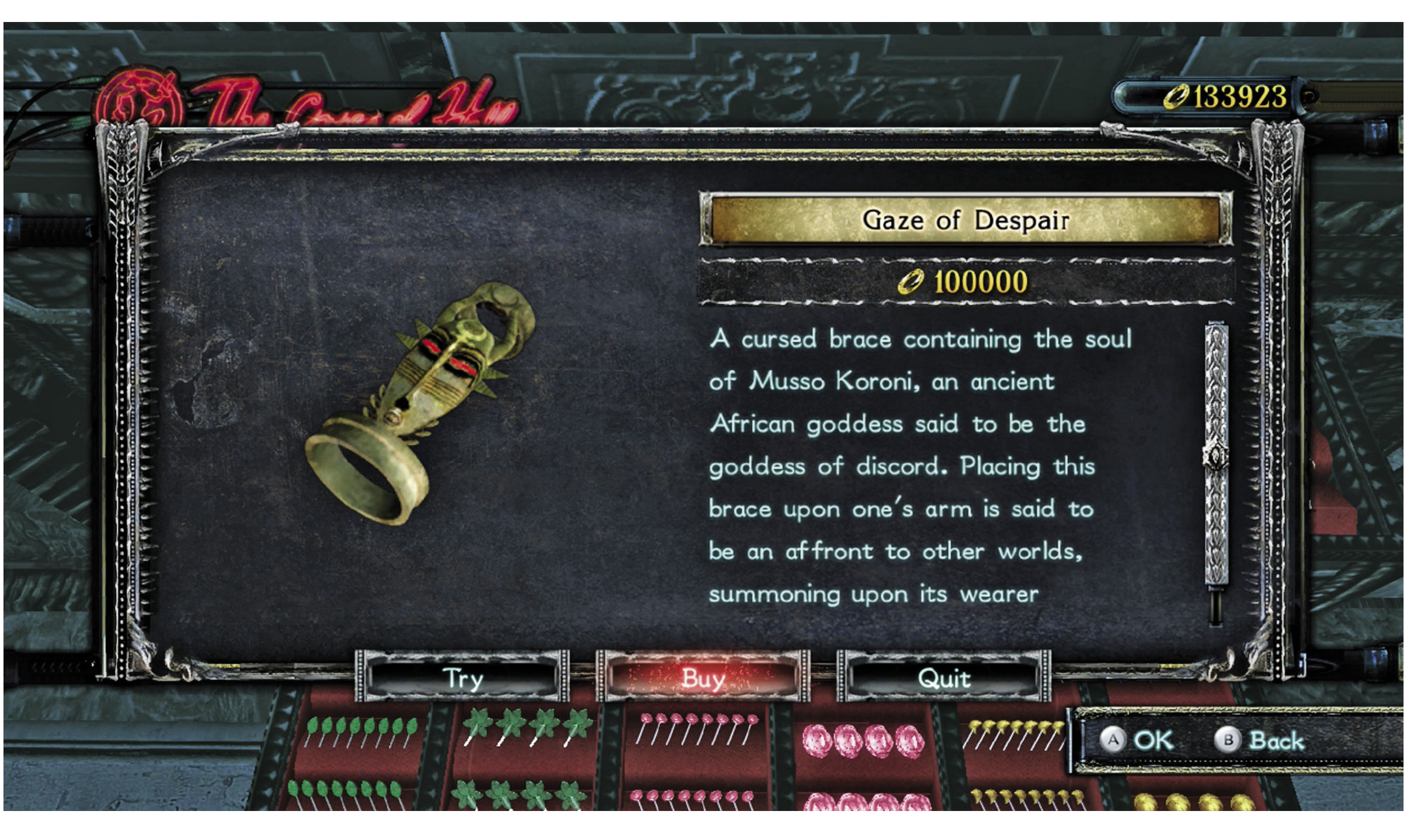
Crow Within

20000

Unleash the Crow Within, transforming yourself into a crow and temporarily gaining the power of flight.

(Press + twice quickly in mid-air.)

Crow Within (Buy from The Gates of Hell)



Gaze of Despair

100000

A cursed brace containing the soul of Musso Koroni, an ancient African goddess said to be the goddess of discord. Placing this brace upon one's arm is said to be an affront to other worlds, summoning upon its wearer

Gaze of Despair and Selene's Light (Buy from The Gates of Hell)

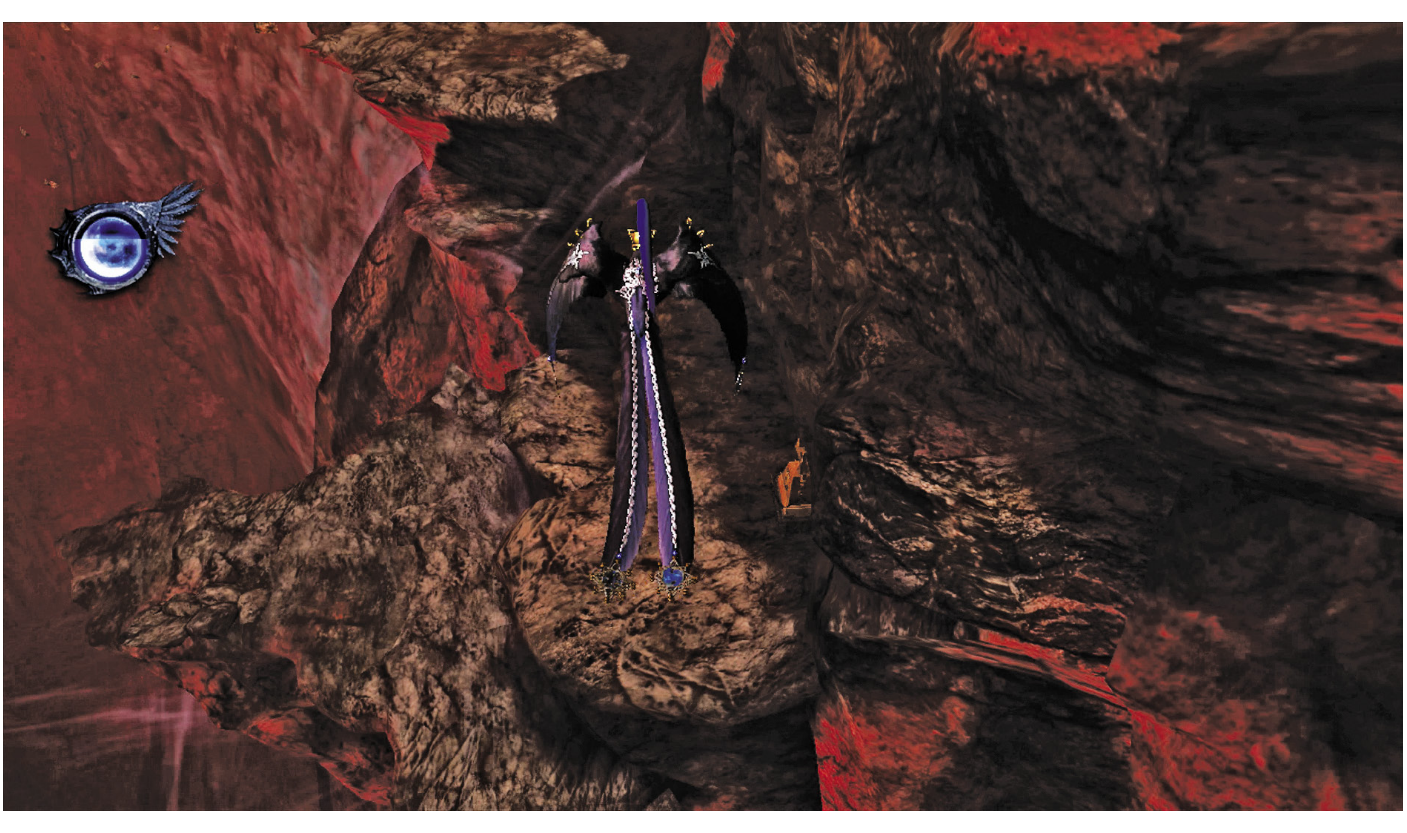
CHAPTER X
The Depths
1st CLIMAX

Chapter X: The Depths (Play through Story mode until this chapter is accessible)

CHAPTER XIV
The Witch Hunts
2nd CLIMAX

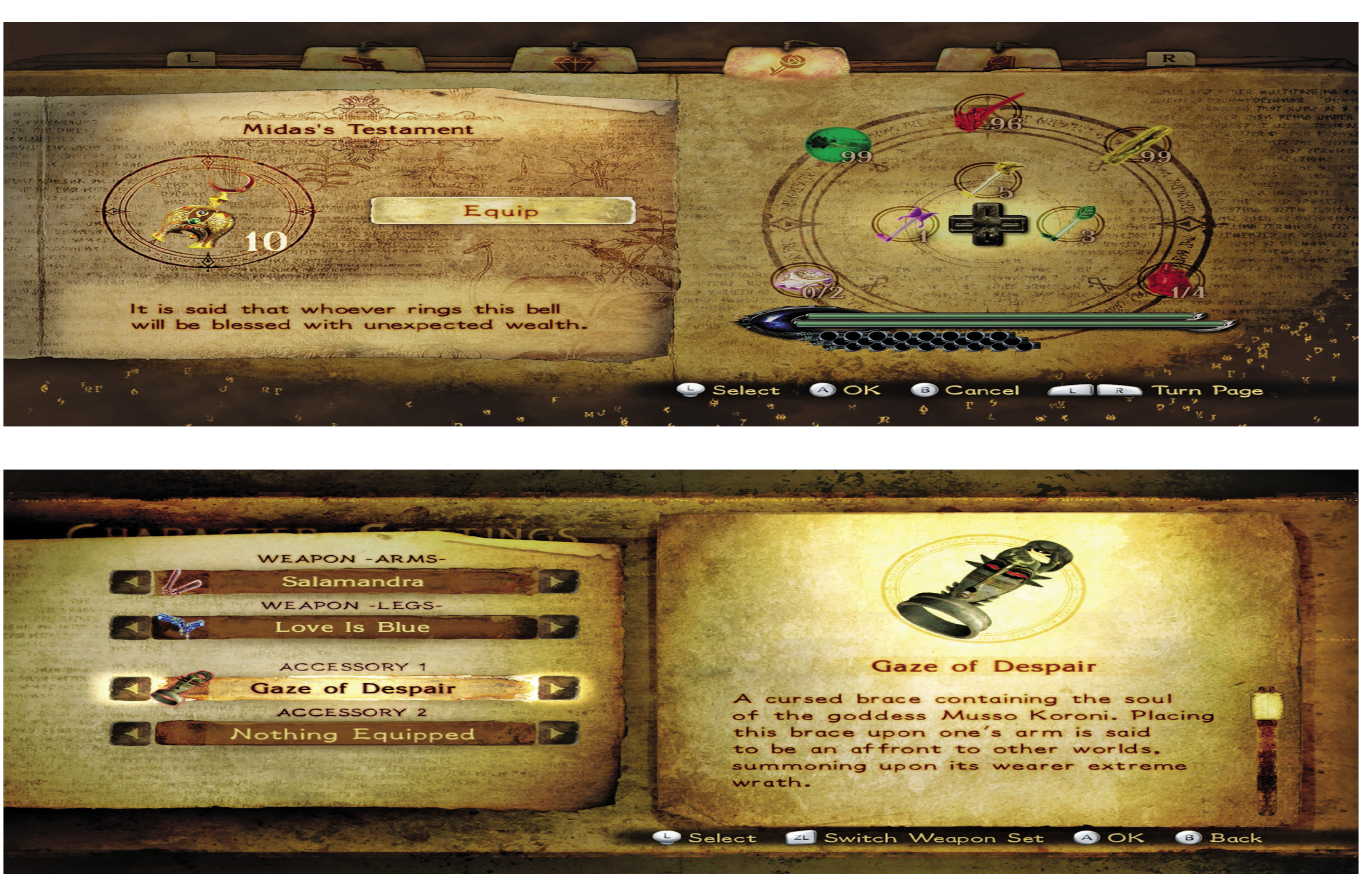
Chapter XIV: The Witch Hunts
(Play through Story mode until this chapter is accessible)

STEP 1



Go to Chapter X: The Depths. Once the chapter begins, grab the Midas's Testament from the chest across the gap to the right. You'll have to make a running jump with Panther Within, then switch to Crow Within in mid-air to clear the gap. Exit the chapter and re-enter it; the Testament will have reappeared to grab again! Repeat until you have as many as you're satisfied with: between 10 and 15 is a good amount. This is the most optional step. Combos yield more Halos than the Testament, but it's nice to have the boost.

STEP 2



Midas's Testament

It is said that whoever rings this bell will be blessed with unexpected wealth.

WEAPON -ARMS- Salamandra

WEAPON -LEGS- Love Is Blue

ACCESSORY 1 Gaze of Despair

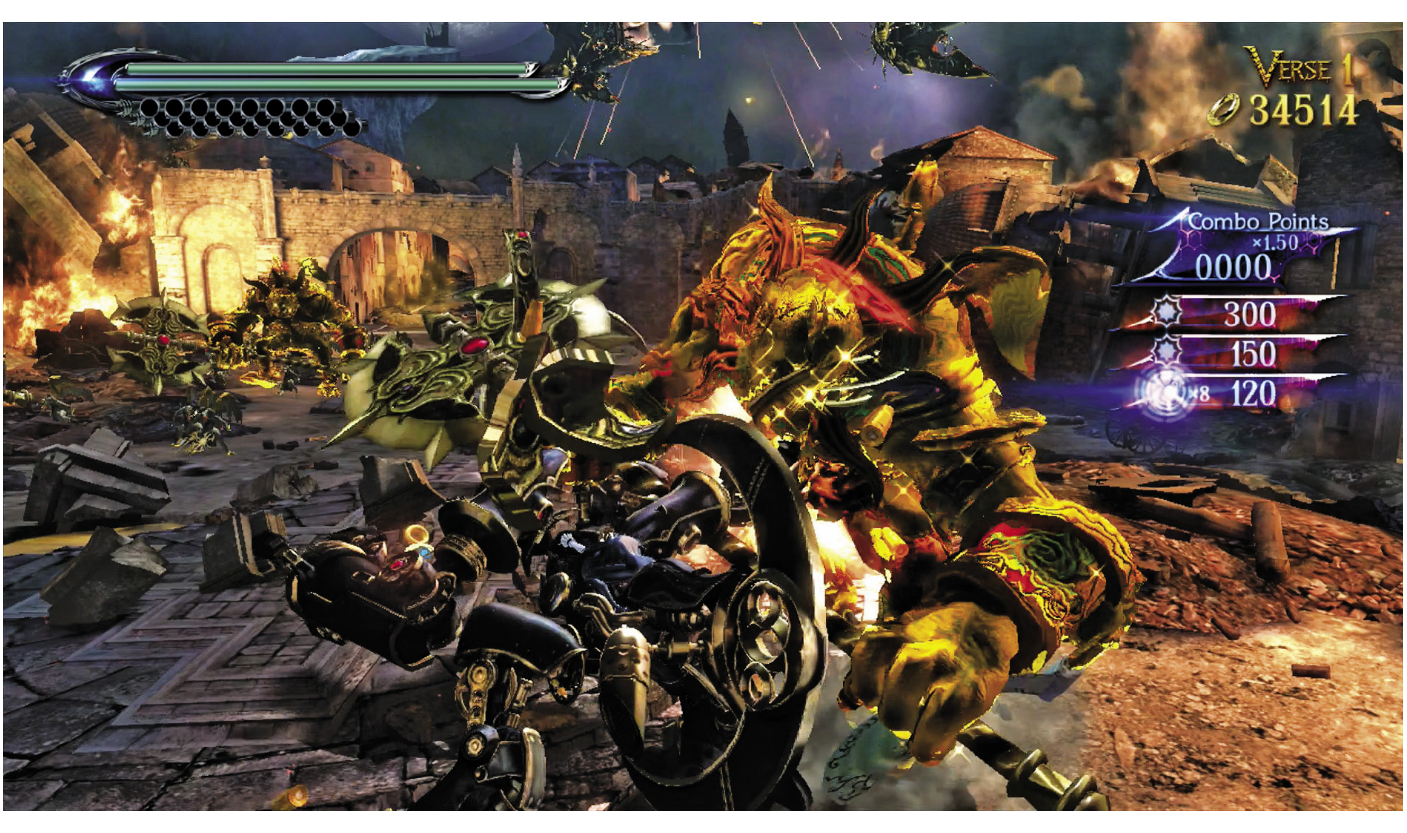
ACCESSORY 2 Nothing Equipped

Gaze of Despair

A cursed brace containing the soul of the goddess Musso Koroni. Placing this brace upon one's arm is said to be an affront to other worlds, summoning upon its wearer extreme wrath.

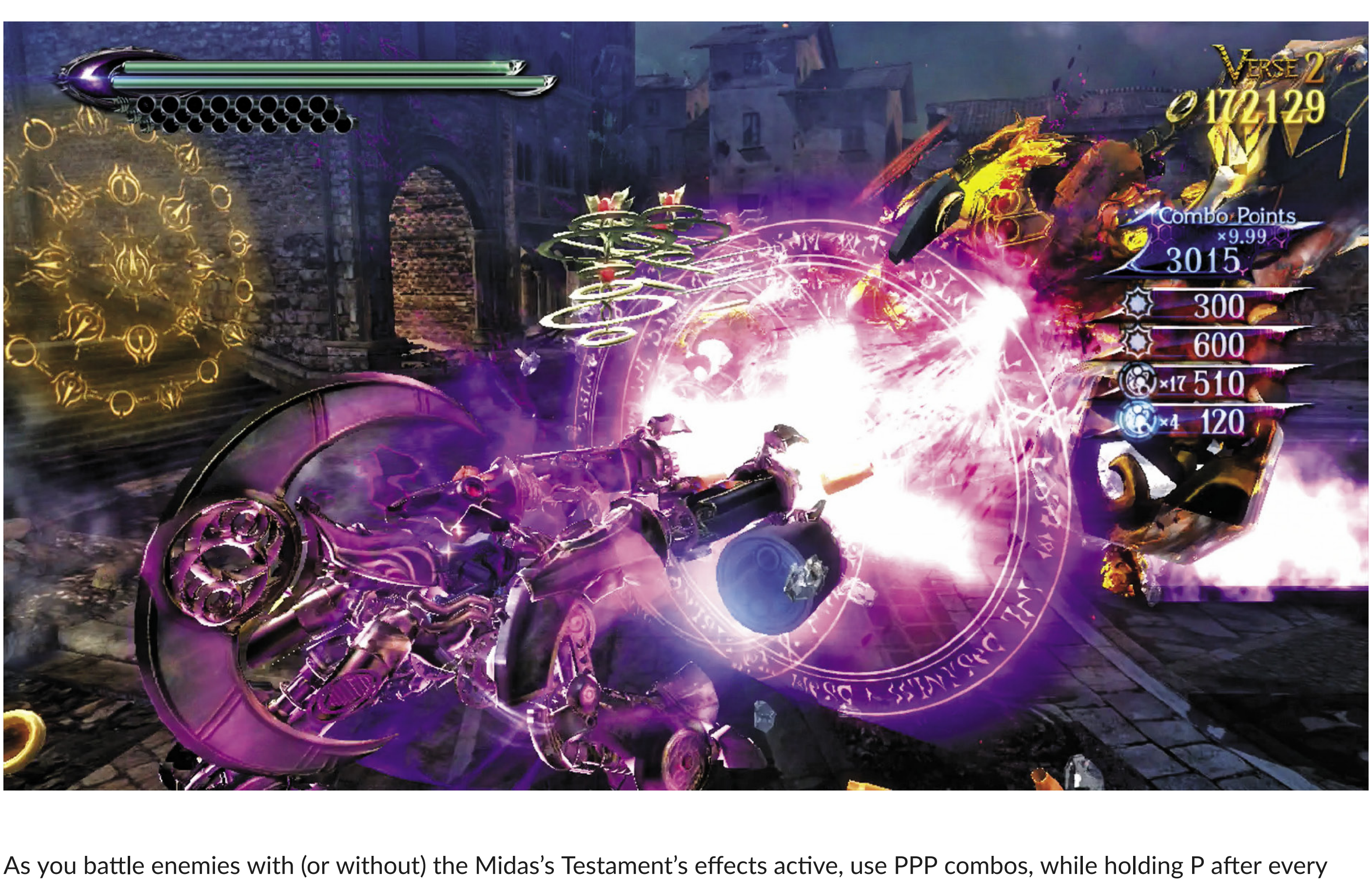
Equip the Midas's Testament to one of your item slots, and the Gaze of Despair and Selene's Light to your accessory slots.

STEP 3



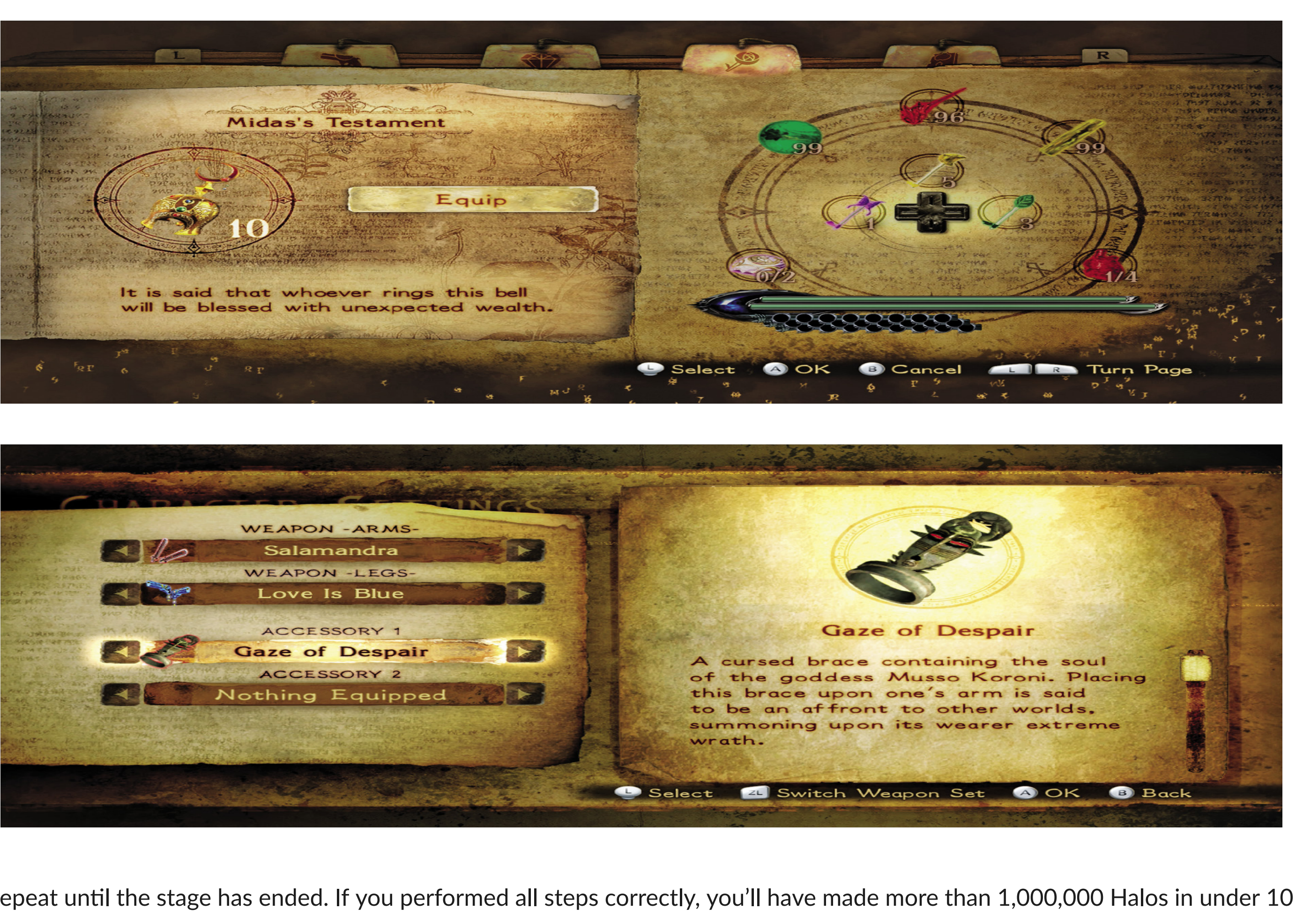
Enter Chapter XIV (2nd Climax difficulty is recommended), and during every battle keep activating the Midas's Testament if you brought them, making sure its effects are active at all times in every Verse. It's not required to use them outside of a Verse.

STEP 4



As you battle enemies with (or without) the Midas's Testament's effects active, use PPP combos, while holding P after every press. The Umbran Armor fires guns that rapidly increase Bayonetta's score and give off tons of Halos. Keep your combo count up between fighting enemies for a huge score bonus at the end of every Verse! Also be sure to use Umbran Climax as much as possible for more Halos and higher score. Don't worry about getting hit. Keeping the combo going is the highest priority.

STEP 5



Midas's Testament

It is said that whoever rings this bell will be blessed with unexpected wealth.

WEAPON -ARMS- Salamandra

WEAPON -LEGS- Love Is Blue

ACCESSORY 1 Gaze of Despair

ACCESSORY 2 Nothing Equipped

Gaze of Despair

A cursed brace containing the soul of the goddess Musso Koroni. Placing this brace upon one's arm is said to be an affront to other worlds, summoning upon its wearer extreme wrath.

Repeat until the stage has ended. If you performed all steps correctly, you'll have made more than 1,000,000 Halos in under 10 minutes!

Feel free to repeat Steps 1-5 until you have as many Halos as you want, then go on a shopping spree!

Secret Boss Battle: Rodin, The Infinite One

the infinite one
Rodin

Rodin, the famed weaponsmith of Inferno, regularly overpowers demons and turns them into instruments of war. Yet in a battle, he prefers his bare fists. This should give you an inkling of how powerful he is. He showed up as a secret boss battle in the first *Bayonetta* as Father Rodin, and now he's back as Devil Rodin to give even the most expert players the fight of their lives! Here's how to face him.

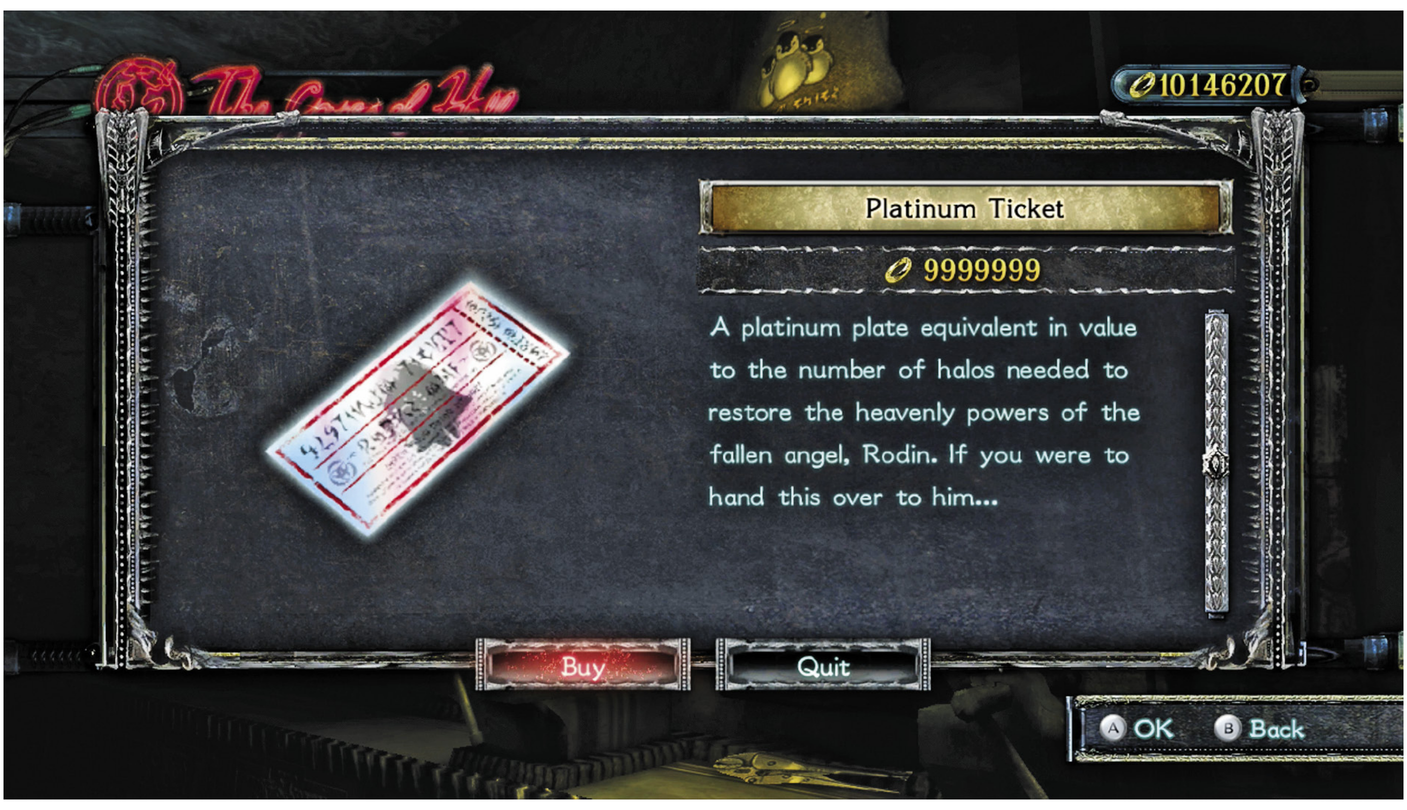
STEP 1

UNLOCK THE PLATINUM TICKET

By the time you beat Story mode on any difficulty, you should be able to buy the Platinum Ticket in the Rodin's Treasures section of The Gates of Hell. Go there and scroll down to the bottom.

STEP 2

BUY THE PLATINUM TICKET FOR 9,999,999 HALOS



Platinum Ticket

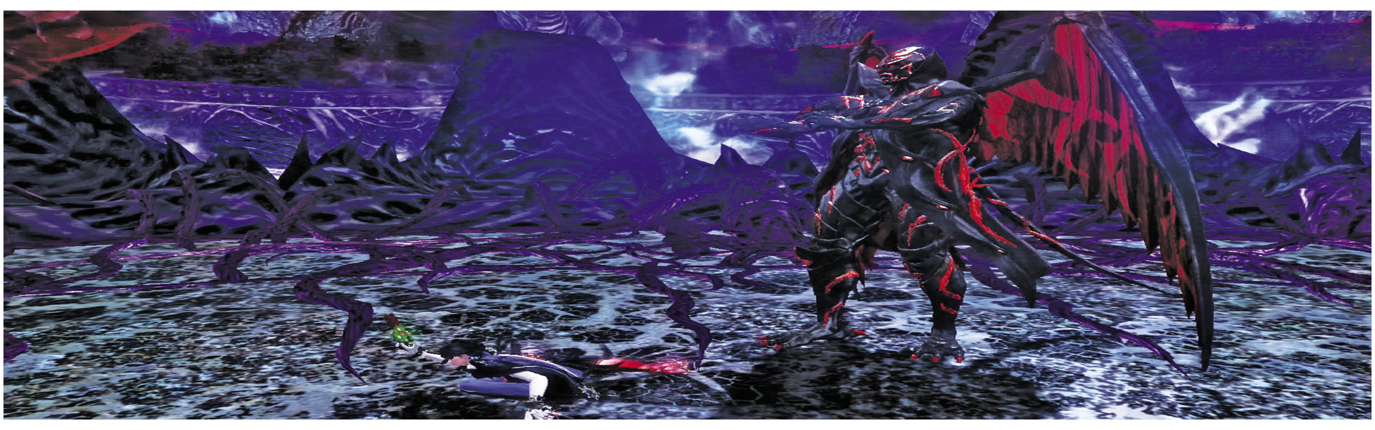
9999999

A platinum plate equivalent in value to the number of halos needed to restore the heavenly powers of the fallen angel, Rodin. If you were to hand this over to him...

That's not a typo. Just earning the right to face Rodin is no laughing matter. Fortunately, in the section above this one ("The One Million Halo Run") we've outlined the easiest way for you to raise as many Halos as you need.

STEP 3: PREPARE FOR PAIN

VERSE 0
14039495
Combo Points
0000
15



Go ahead and buy that ticket—and good luck! You'll need it.

SUGGESTED BATTLE STRATEGY

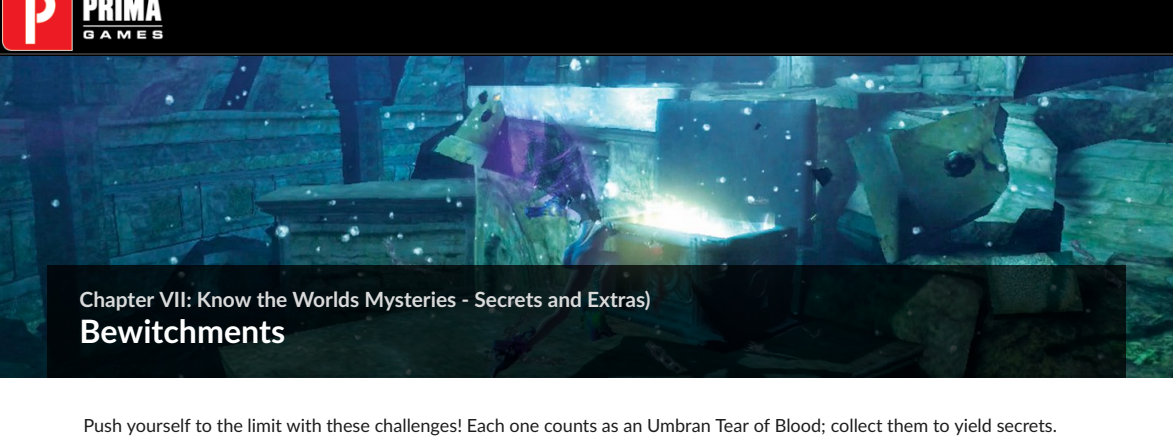
As mentioned earlier, beating Rodin gives you the Rodin weapon, one of the best weapons in the game, so it's worth the work.

Fancy yourself a dodger? The pain of fighting Rodin can actually be lessened if you bring Rosa to the fight.

Rodin has two forms: his humanoid first form and his Devil Rodin second form. During his first form, learn his attacks and dodge as many as you can! There're two specific tells for the majority of the attacks: listen for the high-pitched sound and watch for the colored gleam in his eyes. When you see and hear those, be ready to dodge. After you've dodged, use the PPP combo (while holding the button each time for extra hits) to deal maximum damage.

When Devil Rodin takes the stage, activate the durable Umbran Armor. The Armor will protect you from losing while active, allowing you to use the PPP combos (again, while holding the buttons each time for maximum damage) while in that form.

Now that you have the battle plan, it all comes down to personal execution skill from here. Luck be with you!



Chapter VII: Know the Worlds Mysteries - Secrets and Extras)

Bewitchments

Push yourself to the limit with these challenges! Each one counts as an Umbran Tear of Blood; collect them to yield secrets.

BEWITCHMENT	REQUIREMENT
After the End Comes...	Complete the Records of Time on any difficulty.
Prologue Complete	Complete the Prologue on any difficulty.
Chapters I-IV Complete	Complete Chapters I through IV on any difficulty.
Chapters V-VI Complete	Complete Chapters V and VI on any difficulty.
Chapter VII Complete	Complete Chapter VII on any difficulty.
Chapter VIII-IX Complete	Complete Chapters VIII and IX on any difficulty.
Chapters X-XII Complete	Complete Chapters X through XII on any difficulty.
Chapters XIII-XV Complete	Complete Chapters XIII through XV on any difficulty.
Chapter XVI Complete	Complete Chapter XVI on any difficulty.
True Witch	Playing ∞ Climax mode, complete every chapter.
Apprentice of Secret Arts	Create your first Concoction.
Prepared for Anything	Make your first purchase at the Gates of Hell.
War on All Planes	Complete a Muspelheim challenge.
Master of Secret Arts	Concoct every possible item at least once.
Discography	Collect all Angelic Hymns Gold LPs.
Scrapbook Complete	Collect all of the Journal's Echoes.
Liberator of Time	Open all of the Umbra Witches' final resting places.
Card Collector	Collect every Verse Card.
Umbran Successor	Acquire all skills.
Cruel Witchcraft	Defeat 20 Angels with Torture Attacks.
Relentless Witchcraft	Defeat 20 Demons with Torture Attacks.
Destroyer of the Light	Defeat 30 Angels with Umbran Climaxes.
Survivor of Darkness	Defeat 30 Demons with Umbran Climaxes.
End Ruler	Complete all of Muspelheim.
Retribution of Thorns	In Story Mode, tie up and slam down enemies 50 times with Alruna.
Darkness Envelops Light	Defeat Balder in Chapter XII without taking damage.
Ice Queen	In Story Mode, freeze over 40 non-ice elemental enemy types with Undine.
Ace Pilot	Defeat all enemies in Jetfighter Assault.
Bad Boy!	Touch Bayonetta once during 10 different cutscenes.
Beautiful!	Defeat Rodin.

Handguns

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER (UMBRAN CLIMAX)
P	150	225
PP	150	225
PPP	150	225
PPPP	150	225
PPPPP (Barrage)	60×Hit count	90×Hit count
PPPPP (Finisher)	300	450
PPPPK (Barrage)	70×Hit count	105×Hit count
PPPPK (Finisher)	350	525
PK	200	300
PKP	150	225
PKK	200	300
PPK	200	300
PPKP	150	225
PPKK	200	300
PPKKK	200	300
PP•P	40×4	60×4
PPPK	200	300
PPPKK	200	300
PPPKKK	200	300
PPPKP	100	150
PPPK•P	150	225
PPPK•PP	150	225
PPP•P (Barrage)	60×Hit count	90×Hit count
PPP•P (Finisher)	150	225
K	200	300
KK	200	300
KKK	200	300
KKKK	200	300
KKK•K (Barrage)	(50×Hit count) + (10×Hit count)	(75×Hit count) + (10×Hit count)
KKK•K (Finisher)	100	150
→→P	150	225
←P	150	225
←→P (No Magic Consumed)	150	225
←→P (3 Magic Consumed)	-	-
→→K	(100×Hit count) + Accumulated Shots+100	(150×Hit count)+ Accumulated Shots+150
←K	(50×10) + Accumulated Shots	(75×Hit count) + Accumulated Shots
←→K (No Magic Consumed)	200	300
←→K (3 Magic Consumed)	-	-
【Air】P	150	225
【Air】PP	150	225
【Air】PPP	150	225
【Air】PPPP	150	225
【Air】PPPPP (Barrage)	60×Hit count	90×Hit count
【Air】PPPPP (Finisher)	300	450
【Air】PPPPK (Barrage)	70×Hit count	105×Hit count
【Air】PPPPK (Finisher)	350	525
【Air】PK	200	300
【Air】PKP	150	225
【Air】PKK	200×Hit count	300×Hit count
【Air】PPK	200	300
【Air】PPKK	200×Hit count	300×Hit count
【Air】PPKP	150	225
【Air】PPPK	200	300
【Air】PPPKP	150	225
【Air】PPPKK	200	300
【Air】PPPKKK	200	300
【Air】K	200	300
【Air】→→P	150	225
【Air】←P	150	225
【Air】←→P (No Magic Consumed)	150	225
【Air】←→P (3 Magic Consumed)	-	-
【Air】→→K	200+100+50...	300+150+75...
【Air】←K	(50×10) + Accumulated Shots	(75×Hit count) + Accumulated Shots
【Air】←→K (No Magic Consumed)	200	300
【Air】←→K (3 Magic Consumed)	-	-
1 Rotation P	80×Hit count	180×Hit count
1 Rotation K	80×Hit count	180×Hit count
【Air】 1 Rotation P	80×Hit count	180×Hit count
【Air】 1 Rotation K	(20×Hit count) + Accumulated Shots+200	(30×Hit count) + Accumulated Shots+300
Jump P	40×5	60×5
Jump K	100×2	150×2
Accumulated Shots(1 shot)	10~50(decreases based on distance & Hit count)	75

Scarborough Fair & All for One

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	150	225
PP	150	225
PPP	150	225
PPPP	150	225
PPPPP (Barrage)	(60×Hit count) + (10×Hit count) + Accumulated Shots	(50×Hit count) + Accumulated Shots
PPPPP (Finisher)	400+ Accumulated Shots	600+ Accumulated Shots
PPPPK (Barrage)	(70×Hit count) + (10×Hit count) + Accumulated Shots	(100×Hit count) + Accumulated Shots
PPPPK (Finisher)	500	(50×Hit count) +600
P•P	150	225
P•K	(50×Hit count) + Accumulated Shots	300
PK	200	300
PKPPKP	350	525
PP•PPP•P	350	600
PP•KPP•K	500	(50×Hit count) +600
PPK	200	300
PPK•KPPK•K	500	375×2
PPKPPPKP	350	200+500
PPKKPPKK	500	750
PPKK•KPPKK•K	500	375×2
PPKKKPPKKK	500	(50×Hit count) +600
PPPK	200	300
PPPKPPPPKP	350	200+500
PPPKKPPPKK	200	300
PPPKK•PPPPKK•P	350	200+500
PPPKKPPPPKKP	350	200+500
PPPKKK	500	(50×Hit count) +600
PPP•P	350	200+500
PPP•K (Barrage)	70×Hit count	100×Hit count
PPP•K	500	(50×Hit count) +600
PPPP•P	350	600
K	200	300
KK	200	300
KKK	100×2	75×3
K•P	150	225
KK•P	350	200+500
→→P	(75×Hit count) + Accumulated Shots	225
←P	150	225
←→P (No Magic Consumed)	150	600
←→P (3 Magic Consumed)	350	-
→→K	(100×Hit count) + Accumulated Shots+100	300
←K	(50×Hit count) + Accumulated Shots	300
←→K (No Magic Consumed)	200	750
←→K (3 Magic Consumed)	500	-
【Air】P	150	225
【Air】PP	150	225
【Air】PPP	150	225
【Air】PPPP	150	225
【Air】PPPPP (Barrage)	(60×Hit count) + (10×Hit count) + Accumulated Shots	(50×Hit count) + Accumulated Shots
【Air】PPPPP (Finisher)	400	600
【Air】PPPPK (Barrage)	(70×Hit count) + (10×Hit count) + Accumulated Shots	(100×Hit count) + Accumulated Shots
【Air】PPPPK (Finisher)	500	(50×Hit count) +600
【Air】PK	200	300
【Air】PKP	350	525
【Air】PPK	200	300
【Air】PPKP【Air】PPKP	350	200+500
【Air】PPPK	200	300
【Air】PPPKP【Air】PPPKP	350	200+500
【Air】PPPKK	200	300
【Air】PPPKKK【Air】PPPKKK	500	750
【Air】K	200	300
【Air】→→P	(75×Hit count) + Accumulated Shots	225
【Air】←P	150	225
【Air】←→P (No Magic Consumed)	150	600
【Air】←→P (3 Magic Consumed)	350	-
【Air】→→K	200+100+50...	(300×2) + Accumulated Shots
【Air】←K	(50×Hit count) + Accumulated Shots	300
【Air】←→K (No Magic Consumed)	200	750
【Air】←→K (3 Magic Consumed)	500	-
1 Rotation P	80×Hit count	180×Hit count
1 Rotation K	80×Hit count	180×Hit count
【Air】 1 Rotation P	80×Hit count	180×Hit count
【Air】 1 Rotation K	(20×Hit count) + Accumulated Shots+200	300
Jump P	20×Hit count	75×Hit count
Jump K	100×2	100×3
Accumulated Shots	10~50(Decreases according to distance, Hit count)	75~10(Decreases with Hit count)

Shuraba

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	200	300
PP	200	300
PPP	200	300
PPPP	200	300
PPPPP (Barrage)	(20×Hit count) + (10×Hit count)	(50×Hit count) + (20×Hit count)
PPPPP (Finisher)	400	750
PKPPKP	400	750
PPKPPPKP	400	150+ (75×Hit count)
P•P	200	300
PP•P	70×3	100×3
PP•PP	70×3	100×3
PP•PPPPP•PPP	400	750
PPP•P	200+400	300+750
PPPKPPPPKP	400	150+ (75×Hit count)
PPPP•PPPPP•P	400	150+ (75×Hit count)
→→P	200	300
←P	200	300
←→P (No Magic Consumed)	200	750
←→P (3 Magic Consumed)	400	-
【Air】P	200	300
【Air】PP	200	300
【Air】PPP	200	300
【Air】PPPP	200	300
【Air】PPPPP (Barrage)	20×Hit count	(50×Hit count) (20×Hit count)
【Air】PPPPP (Finisher)	200+400	750
【Air】PPKP【Air】PPKP	400	150+ (75×Hit count)
【Air】PP•P	70×3	100×3
【Air】PP•PP	70×3	100×3
【Air】PP•PPP	400	750
【Air】PPP•P	200+400	300+750
【Air】PPPKP	400	150+ (75×Hit count)
【Air】→→P	200	300
【Air】←P	200	300
【Air】←→P	-	-
Jump P	40×Hit count	50×Hit count
1 Rotation P	50×Hit count	100×Hit count
【Air】 1 Rotation P	50×Hit count	100×Hit count
Accumulate P (1 stage level)	200	300
Accumulate P (2 stage level)	500	750
Accumulate P (3 stage level)	1000	1500
【Air】Accumulate P (1 stage level)	200×Hit count	300×Hit count
【Air】Accumulate P (2 stage level)	(200×Hit count) +500	(300×Hit count) +750
【Air】Accumulate P (3 stage level)	(200×Hit count) +1000	(300×Hit count) +1500
Hold ZL (Half-circle)	1000	1500
Hold ZL (Full-circle)	2000	3000

Umbran Armor (Normal)

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	400	600
PP	400	600
PPP	600	900
K	500	750
KK	500	750
→→P	400	600
←P	400	600
←→P (No Magic Consumed)	400	600
→→K	500	750
←K	500	750
←→K (No Magic Consumed)	500	750
【Air】P	400×Hit count	600×Hit count
【Air】K	500	750
1 Rotation P	400+P Accumulated Shots	650+P Accumulated Shots
1 Rotation K	500+K Accumulated Shots	750+K Accumulated Shots
Y shot	10~30(decreases based on distance)	10~30(decreases based on distance)
P Accumulated Shots(1 shot)	10~50(decreases based on distance)	10~50(decreases based on distance)
K Accumulated Shots(1 shot)	500	750

Chain Chomp

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
PK	350	420
PKK	(300×2) +Bow-Wow Explosion	(360×2) +Bow-Wow Explosion
PPK	350	420
PPKK	350	420
PPKKK	(300×3) +Bow-Wow Explosion	(360×3) +Bow-Wow Explosion
PPPK	350	420
PPPKK	350	420
PPPKKK	(300×3) +Bow-Wow Explosion	(360×3) +Bow-Wow Explosion
PPPPK	(300×3) +Bow-Wow Explosion	(360×3) +Bow-Wow Explosion
K	350	420
KK	350	420
KKK	350	420
KKKK	(300×3) +Bow-Wow Explosion	(360×3) +Bow-Wow Explosion
→→K	350	420
←K	350	420
←→K (No Magic Consumed)	350	420
←→K (3 Magic Consumed)	-	-
【Air】PK	350	420
【Air】PKK	(300×2) +Bow-Wow Explosion	(360×2) +Bow-Wow Explosion
【Air】PPK	350	420
【Air】PPKK	350	420
【Air】PPKKK	(300×3) +Bow-Wow Explosion	(360×3) +Bow-Wow Explosion
【Air】PPPK	350	420
【Air】PPPKK	350	420
【Air】PPPKKK	(300×3) +Bow-Wow Explosion	(360×3) +Bow-Wow Explosion
【Air】PPPPK	(300×3) +Bow-Wow Explosion	(360×3) +Bow-Wow Explosion
【Air】K	300	360
【Air】→→K	200+100+50...	300+150+75...
【Air】←K	350	420
【Air】←→K (No Magic Consumed)	350	420
【Air】←→K (3 Magic Consumed)	-	-
1 Rotation K	350×Hit count	420×Hit count
【Air】 1 Rotation K	350×Hit count	420×Hit count
Jump K	100×2	150×2
Accumulated K(1 animal)	300	360
Bow-Wow Explosion(1 animal)	300	360
Bite (Automatic)	10	10

Umbran Armor (Chapter XIV Only)

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	1000	2000
PP	1000	2000
PPP	2000	4000
K	1000	2000
KK	1000	2000
→→P	1000	2000
←P	1000	2000
←→P (No Magic Consumed)	1000	2000
→→K	1000	2000
←K	1000	2000
←→K (No Magic Consumed)	1000×Hit count	2000×Hit count
【Air】P	1000×Hit count	2000×Hit count
【Air】K	1000	2000
1 Rotation P	1000+P Accumulated Shots	2000+P Accumulated Shots
1 Rotation K	1000+K Accumulated Shots	2000+K Accumulated Shots
Y shot	30	60
P Accumulated Shots(1 shot)	10~100(decreases based on distance & Hit count)	200
K Accumulated Shots(1 shot)	1000	2000

Rodin (Weapon)

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	200×2	240×2
P (Accumulated)	400×2	480×2
PP	200×2	240×2
PP (Accumulated)	400×2	480×2
PPP	200+600	240+720
PPP (Accumulated)	400+600	480+720
P•P	800	960
P•K	100×3	120×3
P•KK	100×3	120×3
P•KKK	100×3	120×3
PK	600	720
PKP	600	720
PKK	600	720
PKKK	800	960
PP•P	100×Hit count	150×Hit count
PP•K	500	600
PPK	600	720
PPKK	600	720
PPKKK	800	960
K	500	600
K•K	100×Hit count	100×Hit count
KK	300×2	360×2
KKK	800	960
→→P	2000×Hit count	3000×Hit count
←P	200×2	240×2
←→P (No Magic Consumed)	1000	1200
←→P (3 Magic Consumed)	-	-
→→K	500	600
←K	200	240
←→K (No Magic Consumed)	800	1200
←→K (3 Magic Consumed)	-	-
【Air】P	200×2	240×2
【Air】P (Accumulated)	400×2	480×2
【Air】PP	200×2	240×2
【Air】PP (Accumulated)	400×2	480×2
【Air】PPP	200+300	240+360
【Air】PPP (Accumulated)	400+600	480+720
【Air】PK	500	600
【Air】PKP	600	720
【Air】PKK	300×2	360×2
【Air】PKKK	800	960
【Air】PPK	600	720
【Air】PPKK	600	720
【Air】PPKKK	800	960
【Air】K	500	600
【Air】KK	300×2	360×2
【Air】KKK	800	960
【Air】→→P	2000×Hit count	3000×Hit count
【Air】←P	200×Hit count	240×Hit count
【Air】←→P (No Magic Consumed)	1000	1200
【Air】←→P (3 Magic Consumed)	-	-
【Air】→→K	500	600
【Air】←K	200×Hit count	240×Hit count
【Air】←→K (No Magic Consumed)	800	1200
【Air】←→K (3 Magic Consumed)	-	-
1 Rotation P	(50×Hit count) +500	(60×Hit count) +600
1 Rotation K	(50×Hit count) +400	(60×Hit count) +480
【Air】 1 Rotation P	(50×Hit count) +500	(60×Hit count) +600
【Air】 1 Rotation K	(50×Hit count) +400	(60×Hit count) +480

Rodin

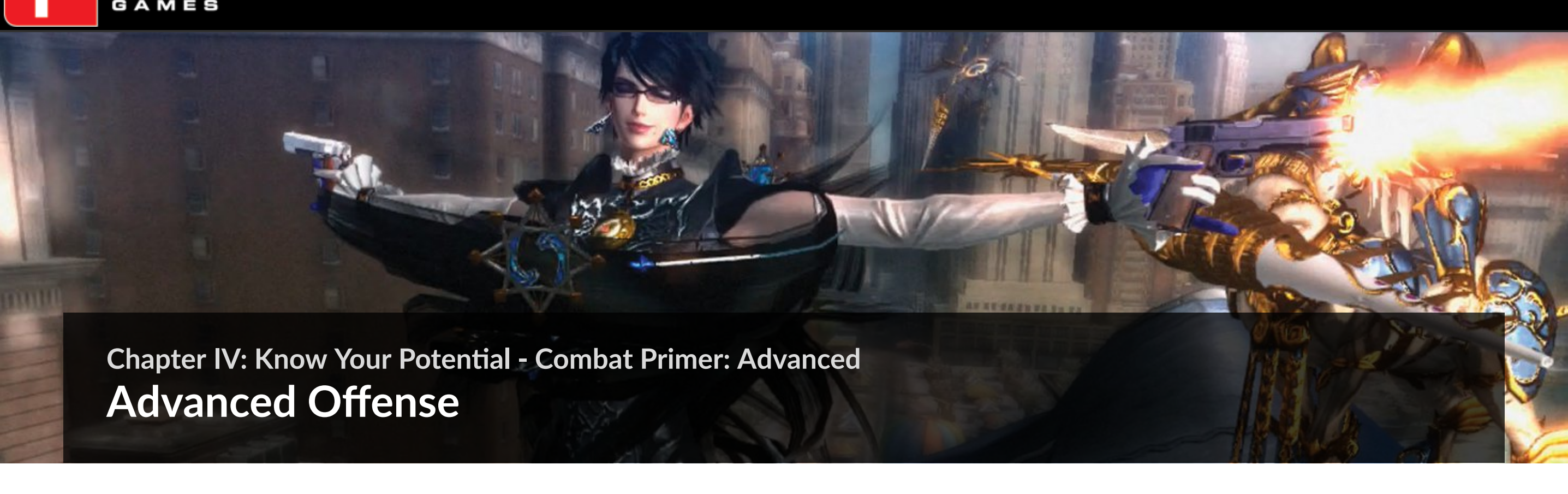
COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	300	600
PP	300	600
PPP	400	800
PK	350	700
PKP	400	800
PKK	500	1000
PP•P	400	800
PP•PP	500	1000
PPK	500	1000
K	400	800
KK	400	800
KKK	500	100
→→P	300	600
←P	300	600
←→P (No Magic Consumed)	300	600
→→K	400	800
←K	400	800
←→K (No Magic Consumed)	300(decreases based on distance)	600(decreases based on distance)
【Air】P	300	600
【Air】PP	300	600
【Air】PPP	400	800
【Air】PK	400	800
【Air】PKP	400	800
【Air】PKK	500	1000
【Air】K	400	600
【Air】→→P	300	600
【Air】←P	300	600
【Air】←→P (No Magic Consumed)	300	600
【Air】→→K	300+150+75...	600+300+150...
【Air】←K	400	800
【Air】←→K (No Magic Consumed)	300(decreases based on distance)	600(decreases based on distance)
1 Rotation P	(50×Hit count) +200	(100×Hit count) +400
1 Rotation K	400	800
【Air】 1 Rotation P	(50×Hit count) +200	(100×Hit count) +400
【Air】 1 Rotation K	400	800
Jump P	50×Hit count	100×Hit count
Jump K	100×Hit count	200×Hit count
Y	200	300
Each Kind Accumulated	Attack Power ×2	-

Rosa (Unforgiven)

COMMAND	ATTACK POWER (NORMAL)
P	300
PP	300
PPP	300
PPPP	300
PPPPP (Barrage)	120×Hit count
PPPPP (Finisher)	800
PPPPK (Barrage)	140×Hit count
PPPPK (Finisher)	1000
P•P	300
P•K	100×2
PK	400
PKP	700
PPK	400
PPKPPPKP	700
PPKKPPKK	1000
PPKK•KPPKK•K	1000
PPKKKPPKKK	1000
PP•PPP•P	700
PPPK	400
PPPKPPPPKP	700
PPPKK	400
PPPKK•PPPPKK•P	700
PPPKKPPPPKKP	700
PPPKKKPPPKKK	1000
PPP•PPPP•P	700
PPP•K (Barrage)	140×Hit count
PPP•K (Finisher)	1000
PPPP•P	700
K	400
KK	400
KKK	200×2
K•P	300
KK•P	700
→→P	150×Hit count
←P	300
←→P (No Magic Consumed)	300
←→P (3 Magic Consumed)	700
→→K	200×Hit count
←K	100×2
←→K (No Magic Consumed)	400
←→K (3 Magic Consumed)	1000
【Air】P	300
【Air】PP	300
【Air】PPP	300
【Air】PPPP	300
【Air】PPPPP (Barrage)	120×Hit count
【Air】PPPPP (Finisher)	800
【Air】PPPPK (Barrage)	140×Hit count
【Air】PPPPK (Finisher)	1000
【Air】PK	400
【Air】PKP	700
【Air】PPK	400
【Air】PPKP	700
【Air】PPPK	400
【Air】PPPKP	700
【Air】PPPKK	400
【Air】PPPKKK	1000
【Air】K	400
【Air】→→P	150×Hit count
【Air】←P	300
【Air】←→P (No Magic Consumed)	300
【Air】←→P (3 Magic Consumed)	700
【Air】→→K	400+200+100...
【Air】←K	100×2
【Air】←→K (No Magic Consumed)	400
【Air】←→K (3 Magic Consumed)	1000
1 Rotation P	160×Hit count
1 Rotation K	160×Hit count
【Air】1 Rotation P	160×Hit count
【Air】1 Rotation K	(40×Hit count) + Accumulated Shots+400
Jump P	40×Hit count
Jump K	200×Hit count
Accumulated Shots(1 shot)	500~(decreases based on distance)

Balder

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	300	450
PP	300	450
PPP	80×4	225×2
PPPP	80×4	225×2
PPPPP (Barrage)	(60×Hit count) + (10×Hit count)	90+ (50×Hit count) + (10×Hit count)
PPPPP (Finisher)	500	750
PPPPK	1000	1500
PK	300	450
PKP	(100×2) +300	750
PPK	300	450
PPKP	500	500+200
PPPK	150×2	225×Hit count
PPPKP	500	500+200
K	300	750
K (Accumulated)	500	-
KK	300	450
KK (Accumulated)	300×Hit count	-
KKK	150×Hit count	225×Hit count
KKKK	500	1500
KKKK (Accumulated)	1000	-
→→P	80×Hit count	450
←P	300	450
←→P (No Magic Consumed)	Evade +300	Evade +450
←→P (3 Magic Consumed)	-	-
→→K	300	450
←K	300×Hit count	450×Hit count
←→K (No Magic Consumed)	500	750
←→K (3 Magic Consumed)	-	-
【Air】P	300	450
【Air】PP	300	450
【Air】PPP	80×4	120×4
【Air】PPPP	500	750
【Air】PK	300	450
【Air】PKP	(100×2) +300	750
【Air】PPK	300	450
【Air】PPKP	500	500+200
【Air】PPPK	100×Hit count	150×Hit count
【Air】PPPKP	500	500+200
【Air】K	300	750
【Air】K (Accumulated)	500	-
【Air】KK	300	450
【Air】KK (Accumulated)	300×Hit count	-
【Air】KKK	150×Hit count	225×Hit count
【Air】KKKK	500	1500
【Air】KKKK (Accumulated)	1000	-
【Air】→→P	80×Hit count	450
【Air】←P	300	450
【Air】←→P (No Magic Consumed)	Evade +300	Evade +450
【Air】←→P (3 Magic Consumed)	-	-
【Air】→→K	200+100+50...	450
【Air】←K	300	450
【Air】←→K (No Magic Consumed)	500	750
【Air】←→K (3 Magic Consumed)	-	-
1 Rotation P	300	450
1 Rotation K	200×Hit count	300×Hit count
【Air】 1 Rotation P	300	450
【Air】 1 Rotation K	200×Hit count	300×Hit count
Jump P	70×Hit count	75×Hit count
Jump K	100×2	150×2
(While transformed into wolf) P or K	200	200
Y	50	75

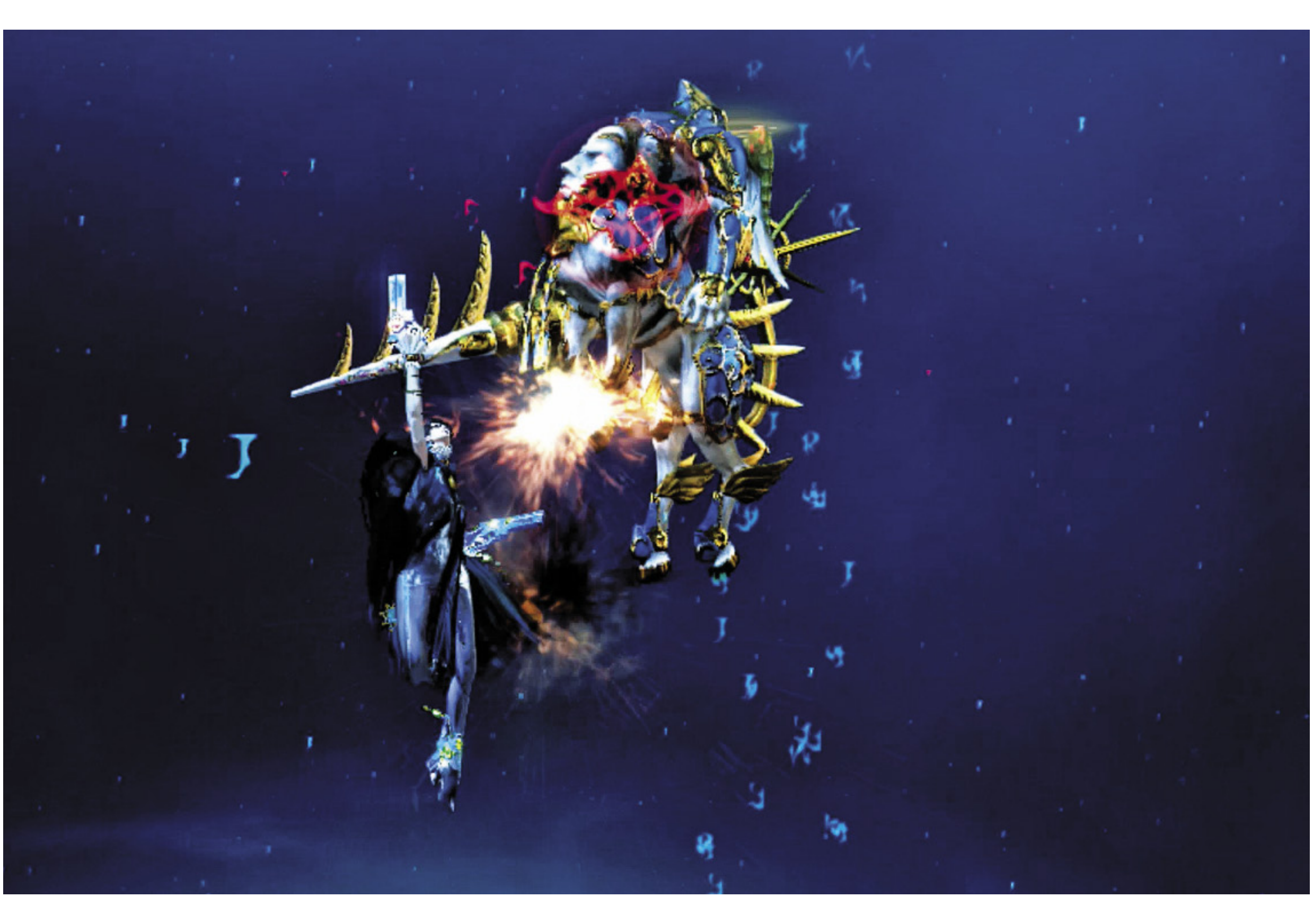


Advanced Offense

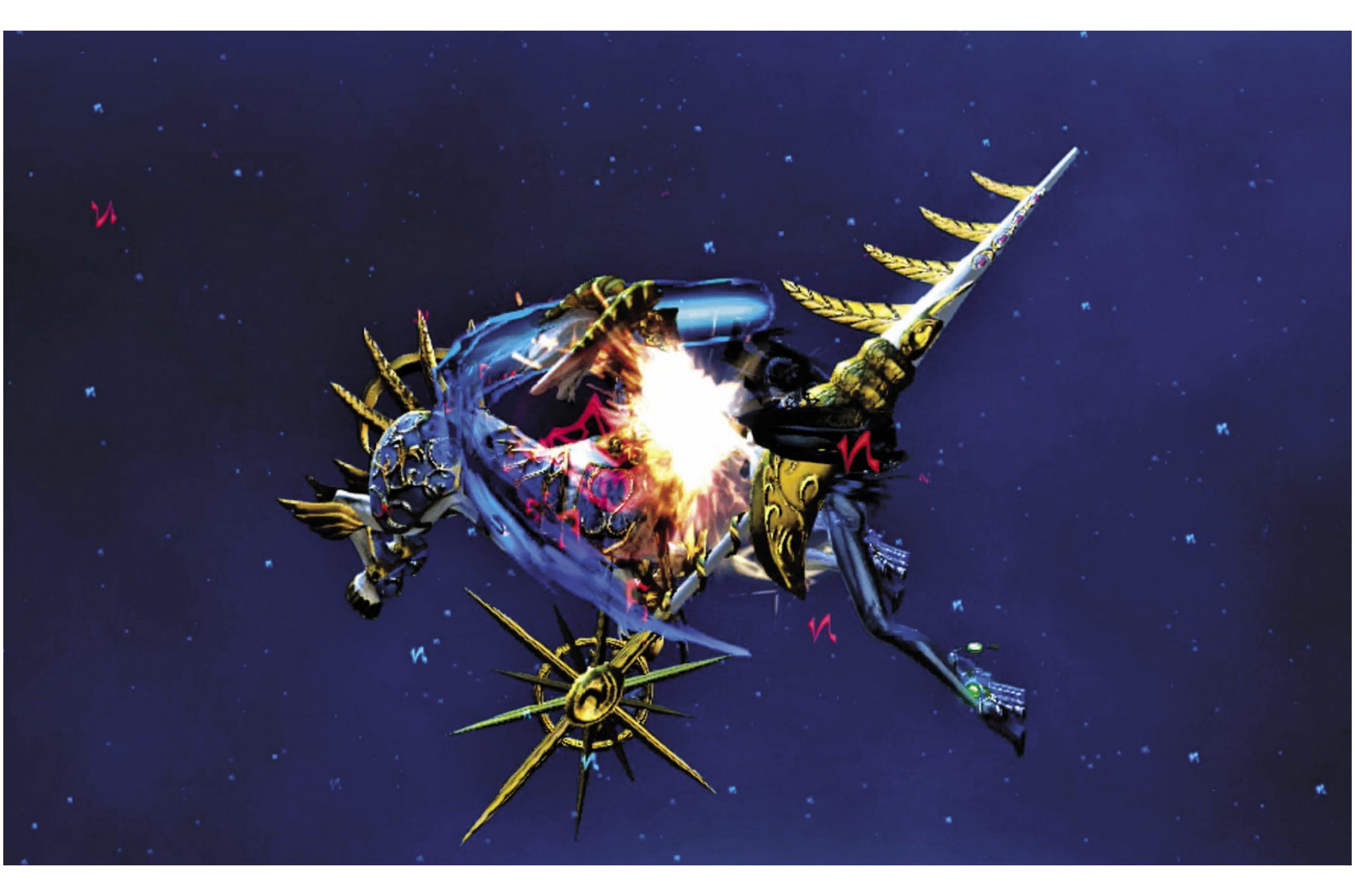
The secrets of the Umbra Witches are many and well-guarded. Such secrets extend to their combat potential. However, with patience and experience, you can unlock these secrets. Whether you're an expert or just someone who likes to dig deep, this advanced section is here to help you gain the edge in *Bayonetta 2*.

ADVANCED OFFENSE

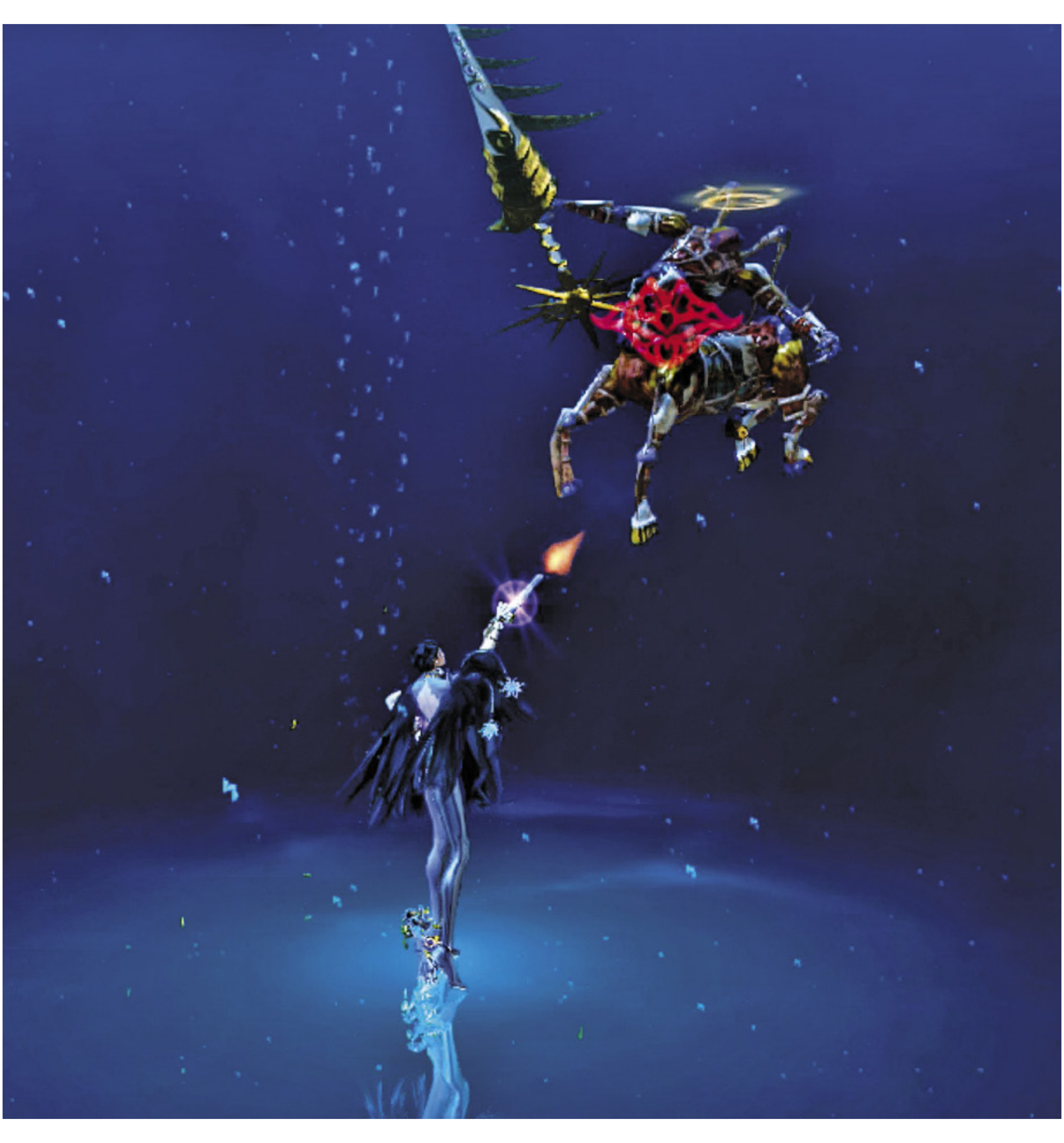
AIR COMBOS AND JUGGLES



Launch into the air...



...then follow up with aerial melee attacks!



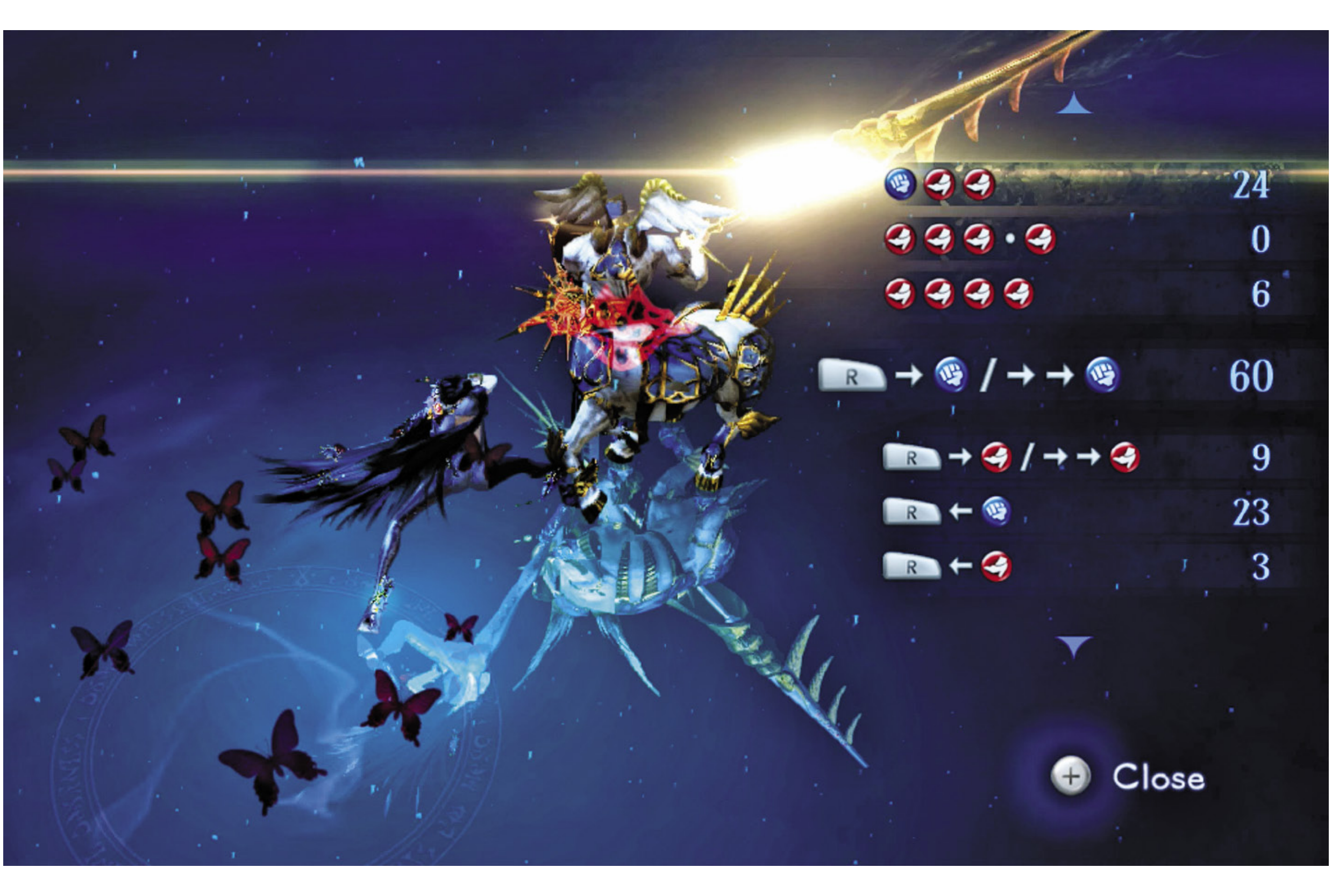
You can even juggle with guns!
Letting loose combos on the ground is great, but air combos come with an extra degree of security—there's less chance that the enemy can power through your assault and retaliate. Certain moves, commonly called launchers, send enemies flying straight up into the air, setting them up for air combos.

Two such moves are the Witch Strike and the rising version of the After Burner Kick, both of which can be bought from The Gates of Hell. These two moves send the enemy into the sky, with Bayonetta following alongside. Once the move has finished, Bayonetta is free to combo the helpless enemy in the sky to her heart's content.

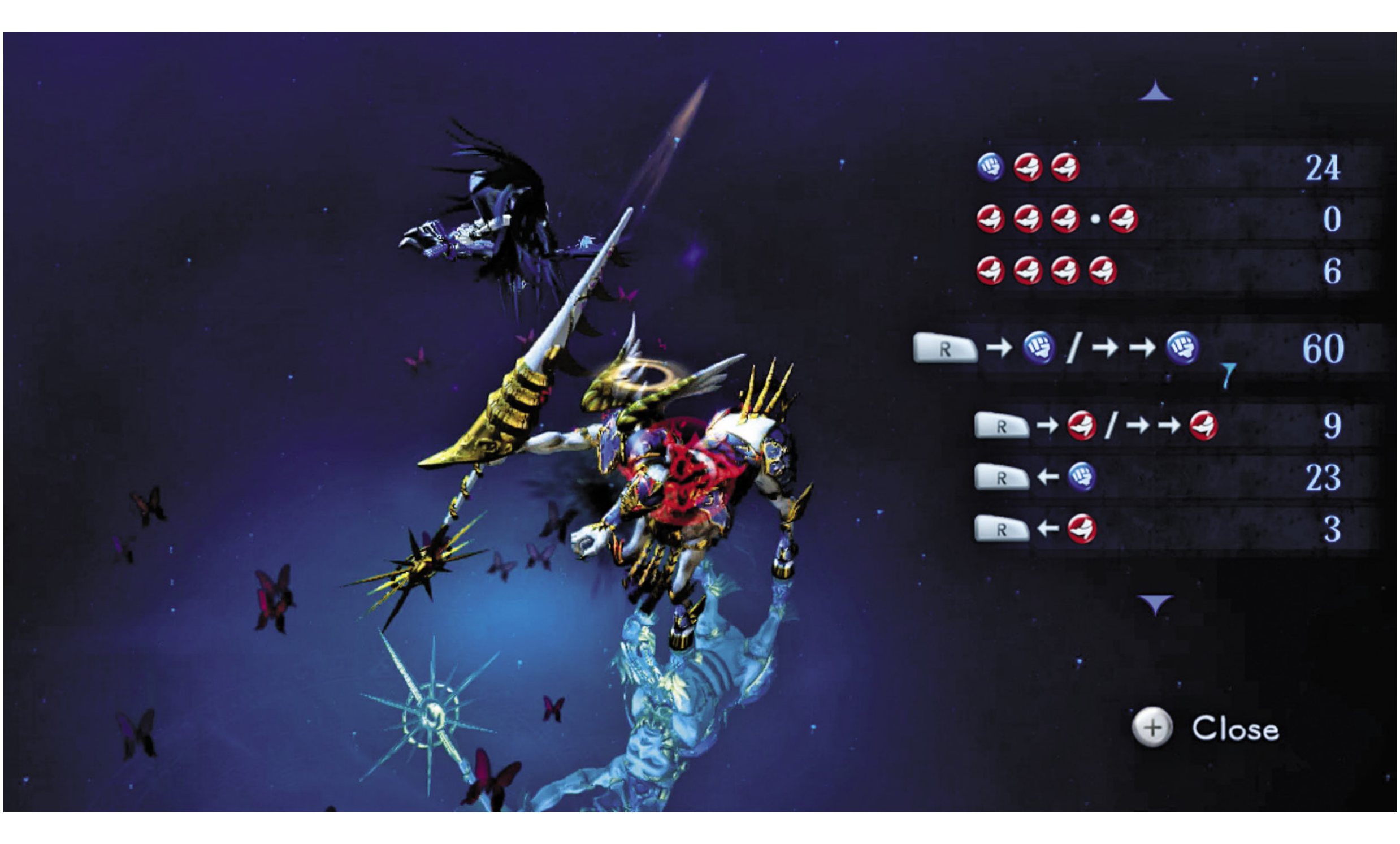
Tip

Witch Strike and After Burner Kick are two of the easiest ways to launch enemies, but stylish action veterans should be able to easily find launcher techniques that don't require special moves bought from the shop. Experiment!

JUMP CANCELLING

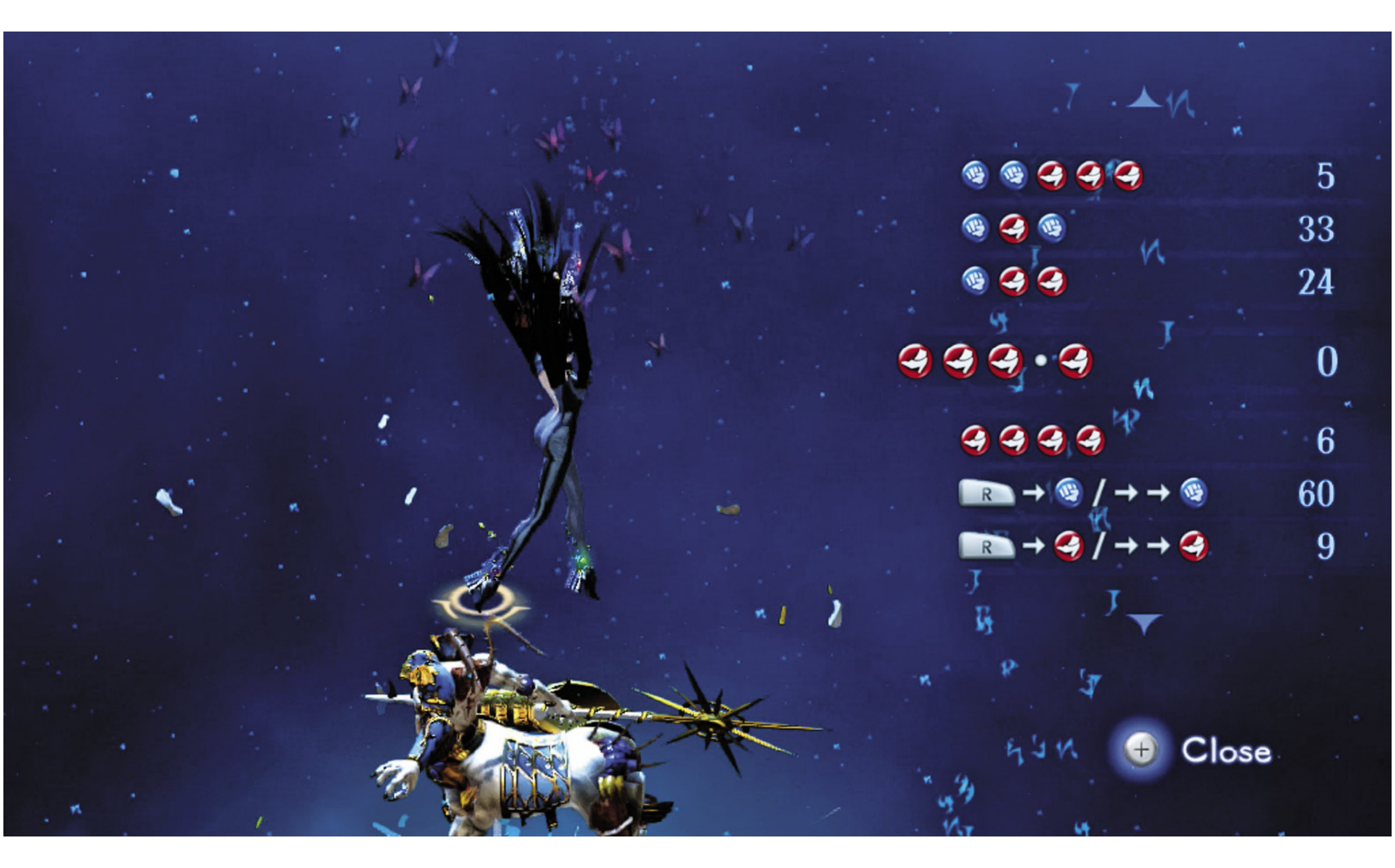


In the middle of a move?

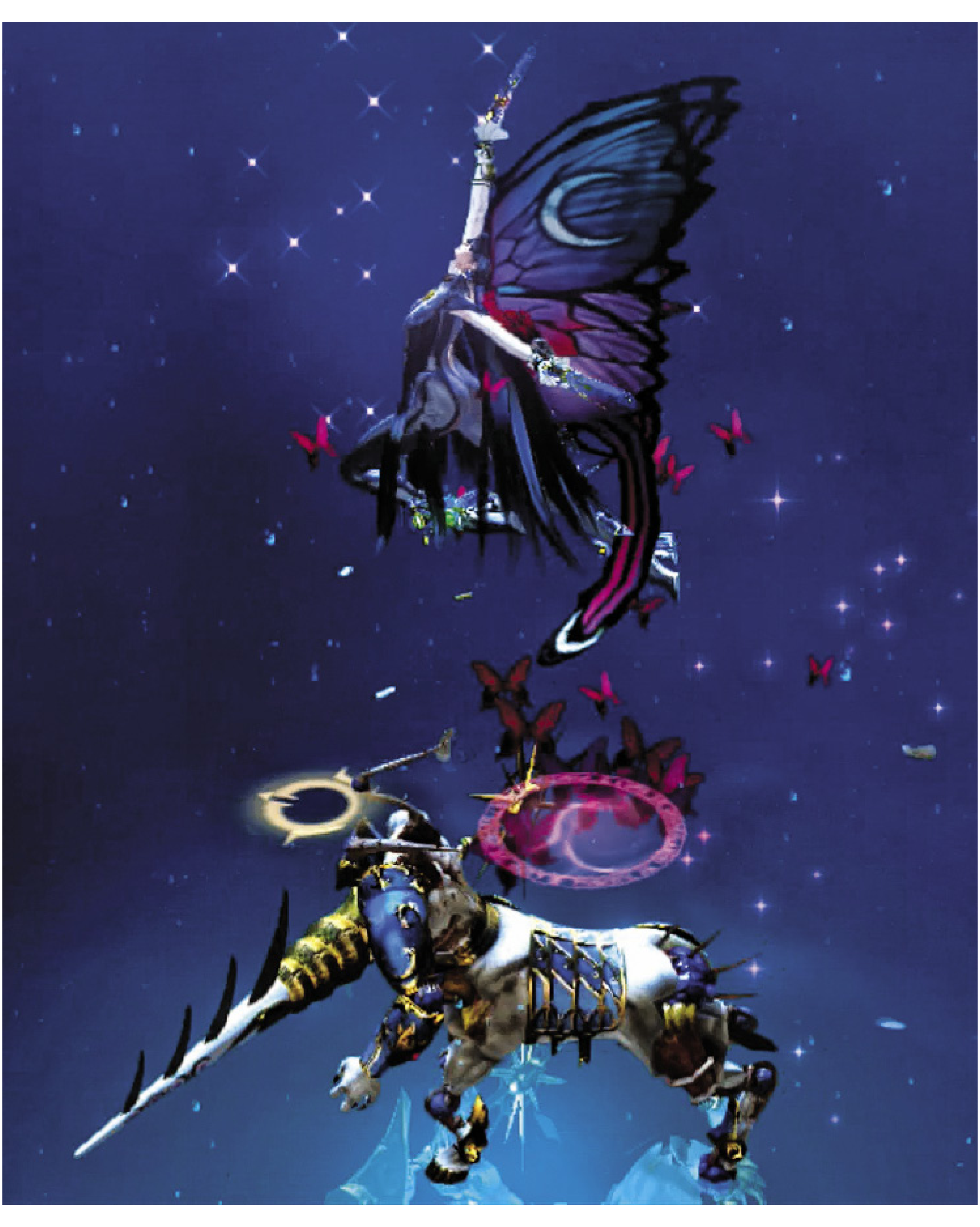


No problem! Just jump out of it!
Jump cancelling is the principle that nearly any animation can be interrupted simply by jumping. This can be used for defense to keep yourself out of harm's way, but it can also be used offensively to quickly move between enemies, or start new attacks before current ones have finished.

GET A LIFT FROM ENEMIES!

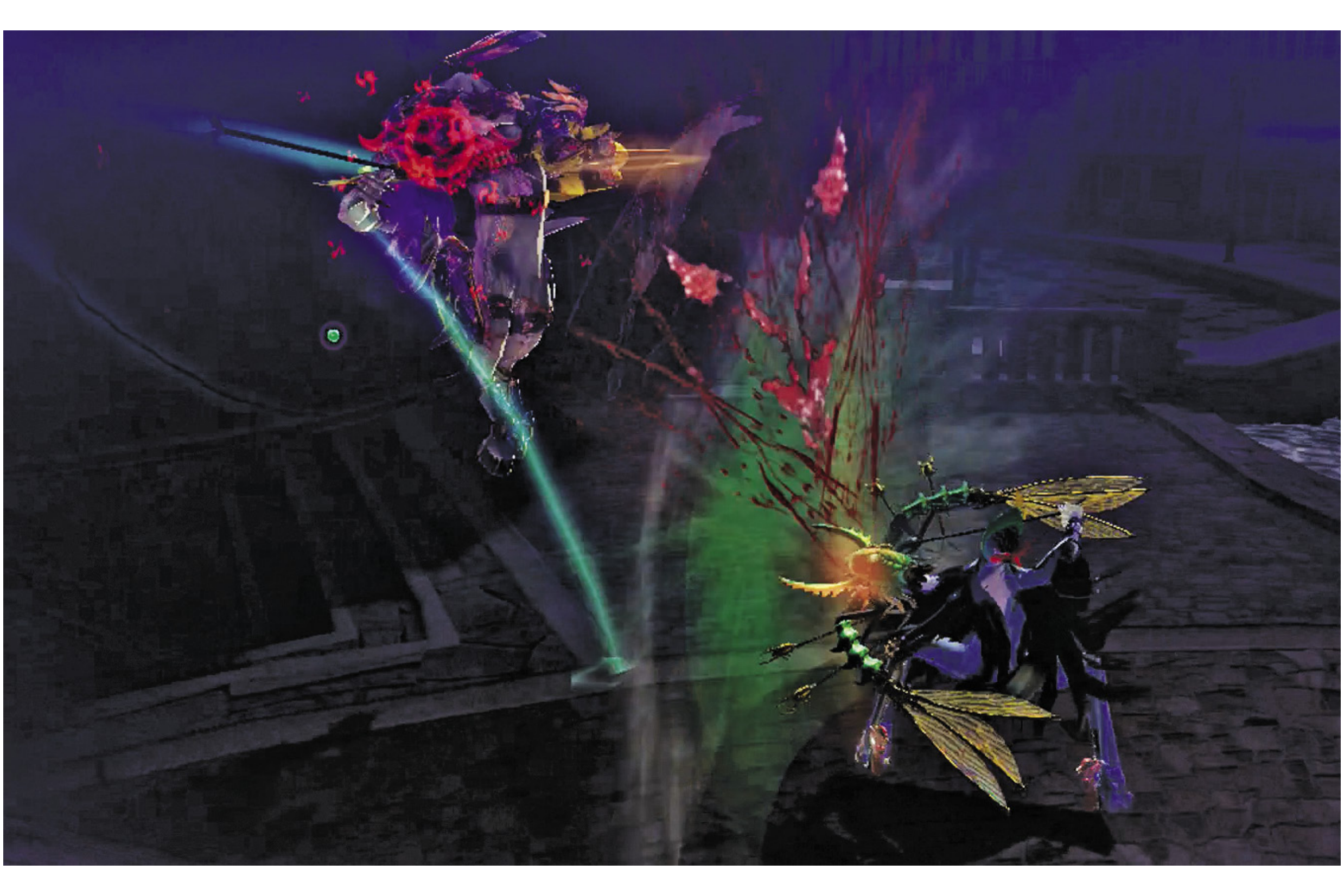


Jump toward the enemy...

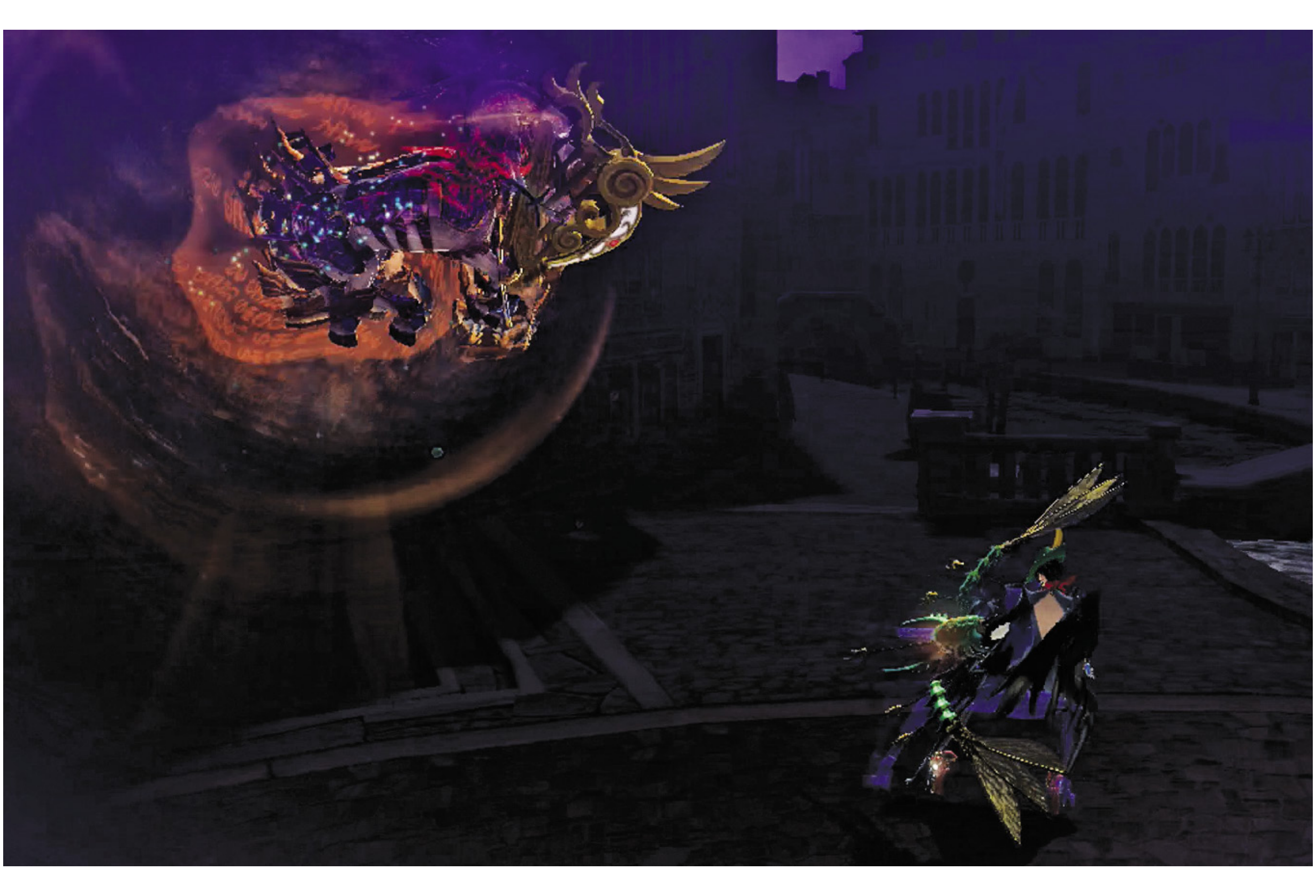


...then jump again!
Wherein Bayonetta does her best plumber's impression! Bayonetta can jump off of enemies to get a boost. Simply jump toward the enemy, and as soon as her feet touch their body from above, jump again! You can perform any aerial moves as if you'd just jumped up from the ground as well.

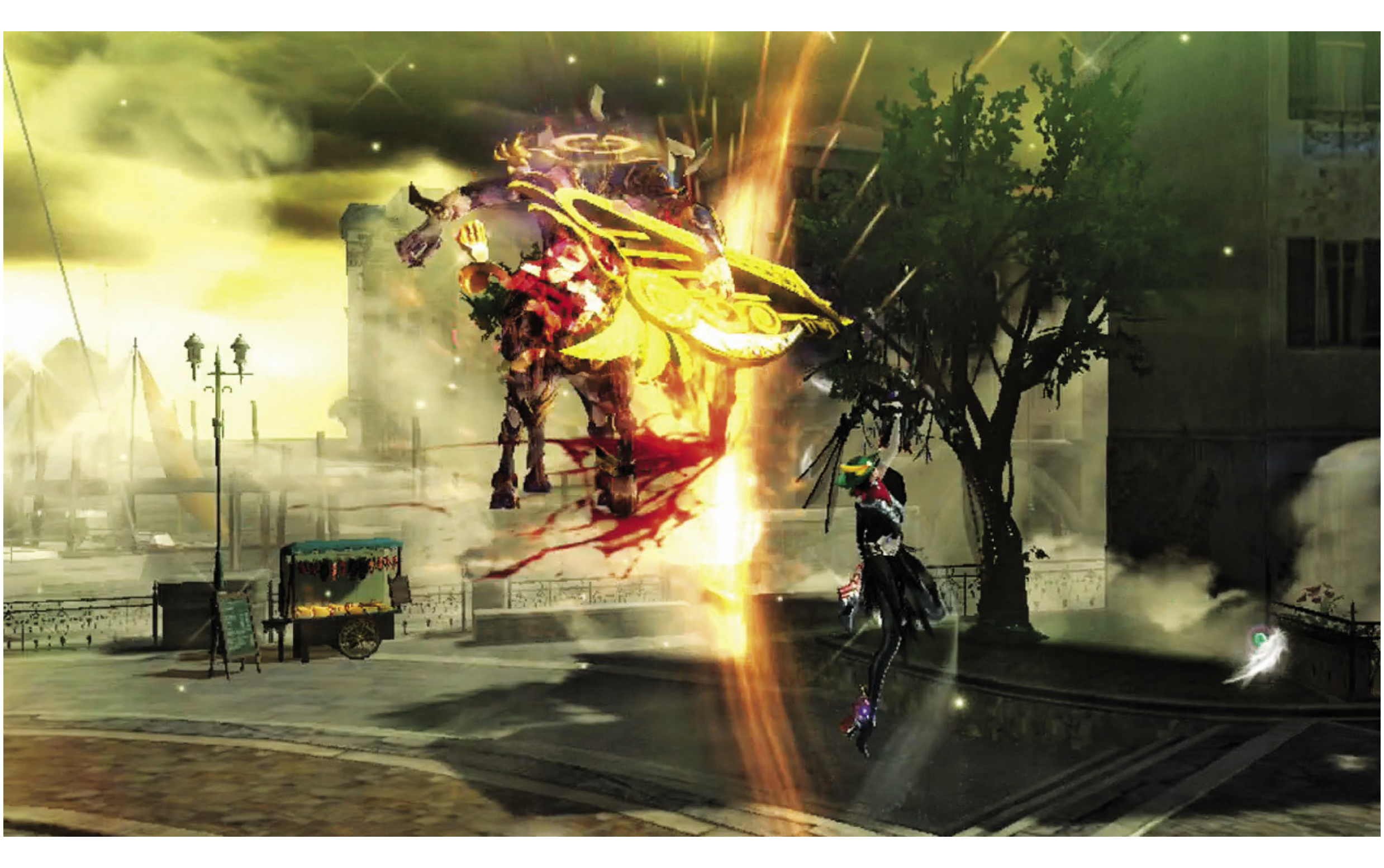
WALL BOUNCE



Send the enemy flying...



...and they'll bounce off the wall.



They're still helpless! Go get 'em!
Few things are more stylish than bouncing your enemy around like a pinball! Many battle areas in *Bayonetta 2* have boundaries, be they physical or magical. Slam enemies against them with enough force and they'll bounce off of those boundaries, ripe for the comboing.

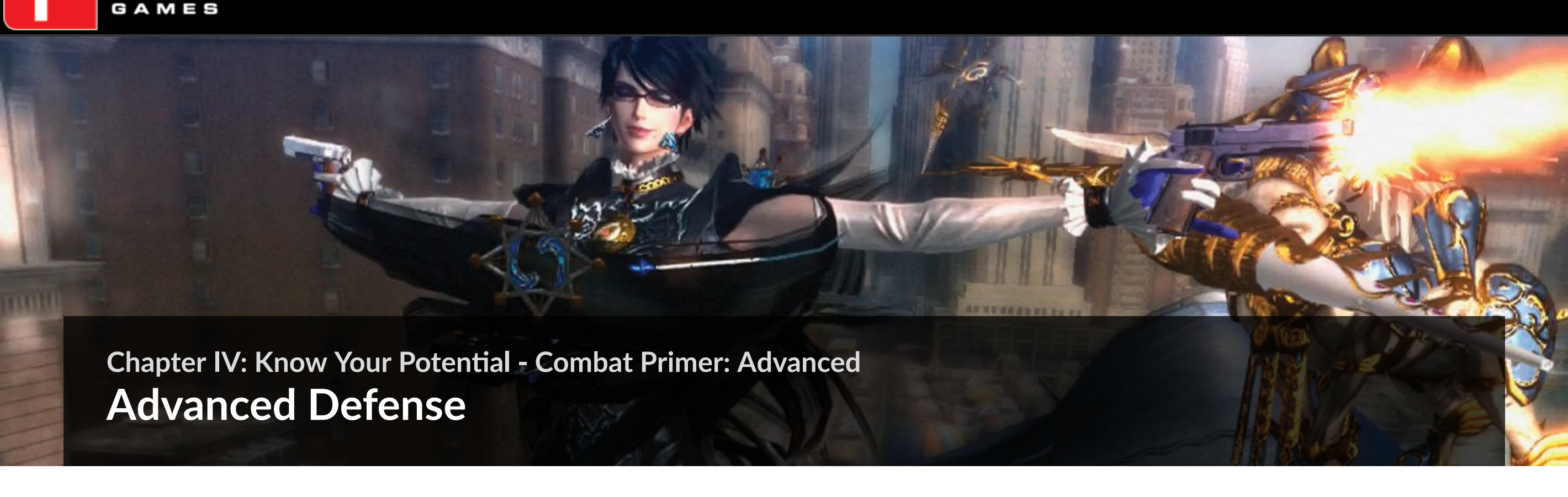
A great time to take advantage of this ability is after a Wicked Weave (i.e., with Salamandra), or a successfully landed Stiletto (i.e., with Kafka).

STAGGERING & DIZZIED ENEMIES

Put enough power against an enemy, and they just won't be able to take it. They'll recoil, or crumple under the pressure. Whale into an enemy with enough heavy hits and they might even get dizzy!

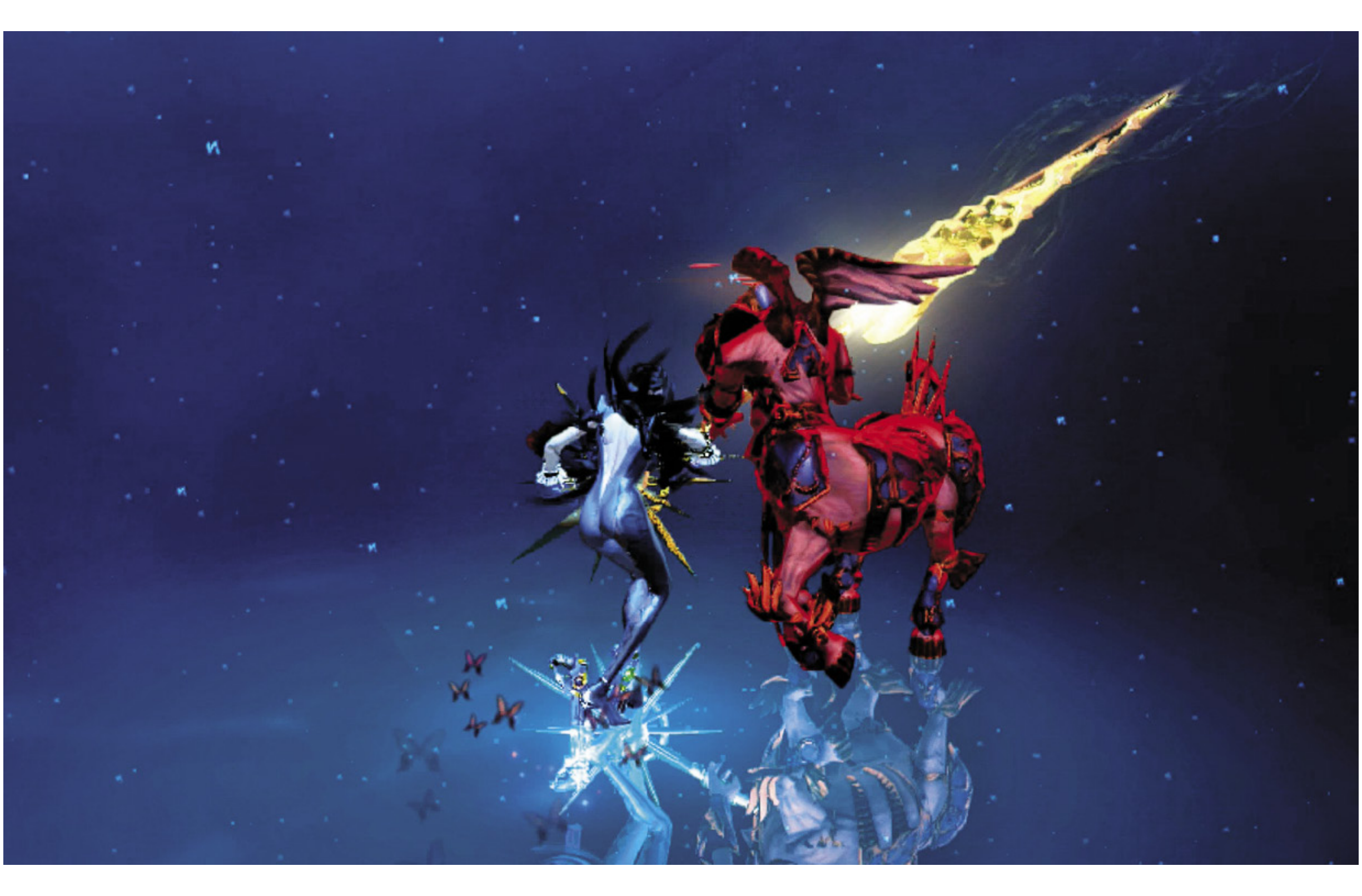
Note

The easiest way to experience this is with the Takemikazuchi. Its awesome power stops most lesser enemies in their tracks.



Advanced Defense

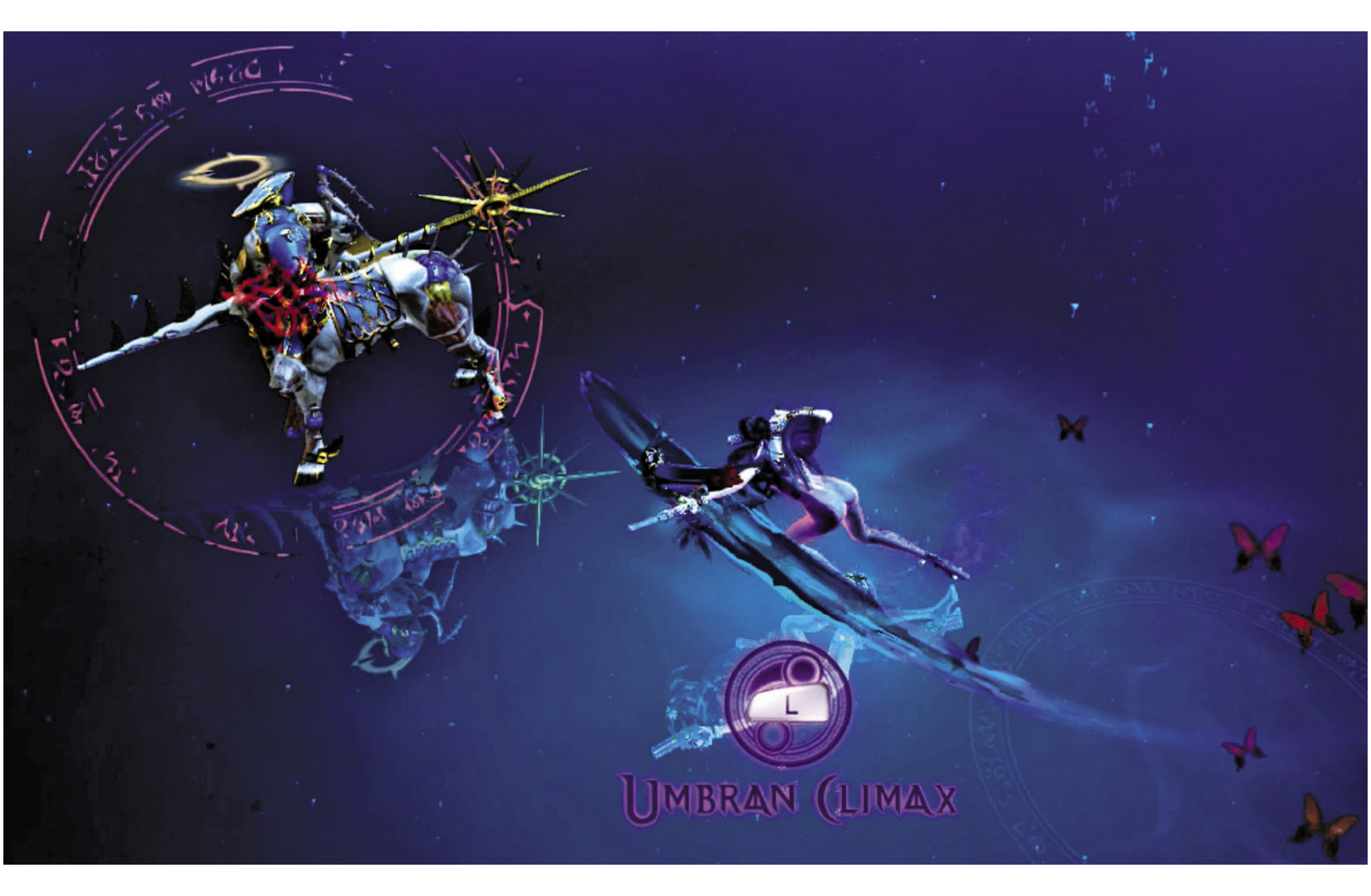
LOOK FOR CUES!



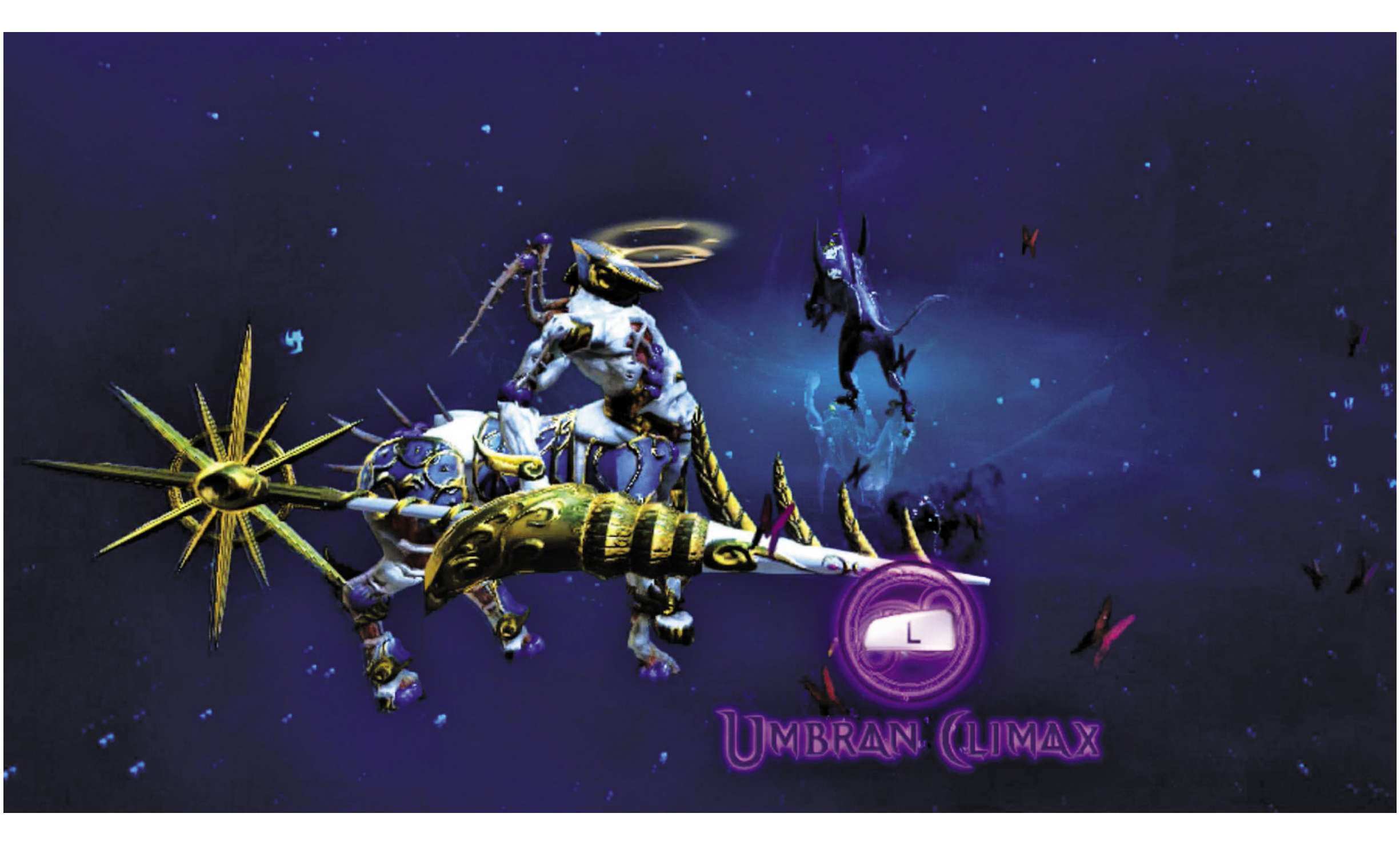
Most, if not all, enemies in *Bayonetta 2* have visual "tells" that serve as a clear indicator of an incoming attack. Usually they'll be characterized by a flash of light or a key animation just as they're about to make their move.

By the same token, turn the volume up and listen for audio cues as well!

ANIMAL CANCELLING

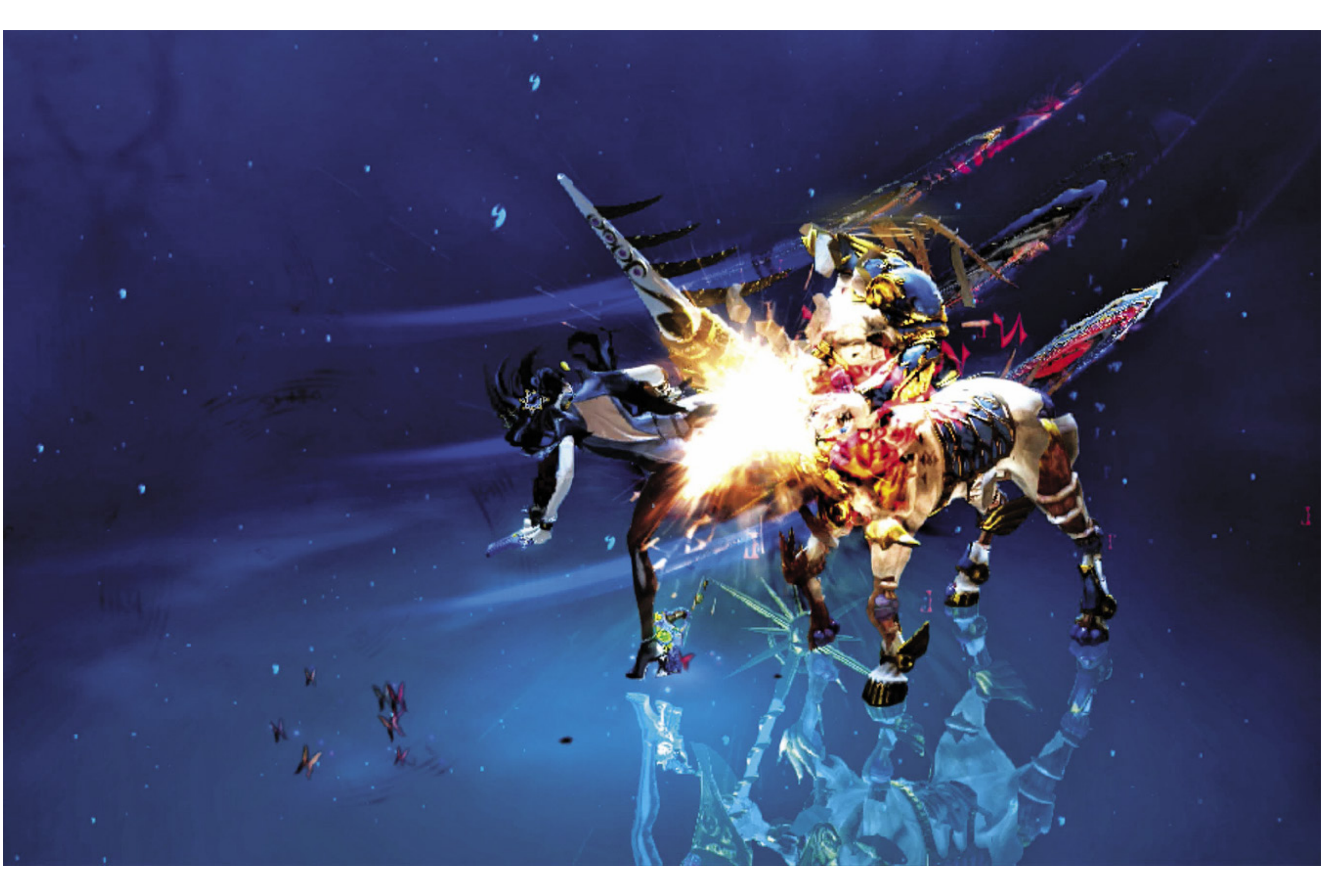


You can start an attack or movement...

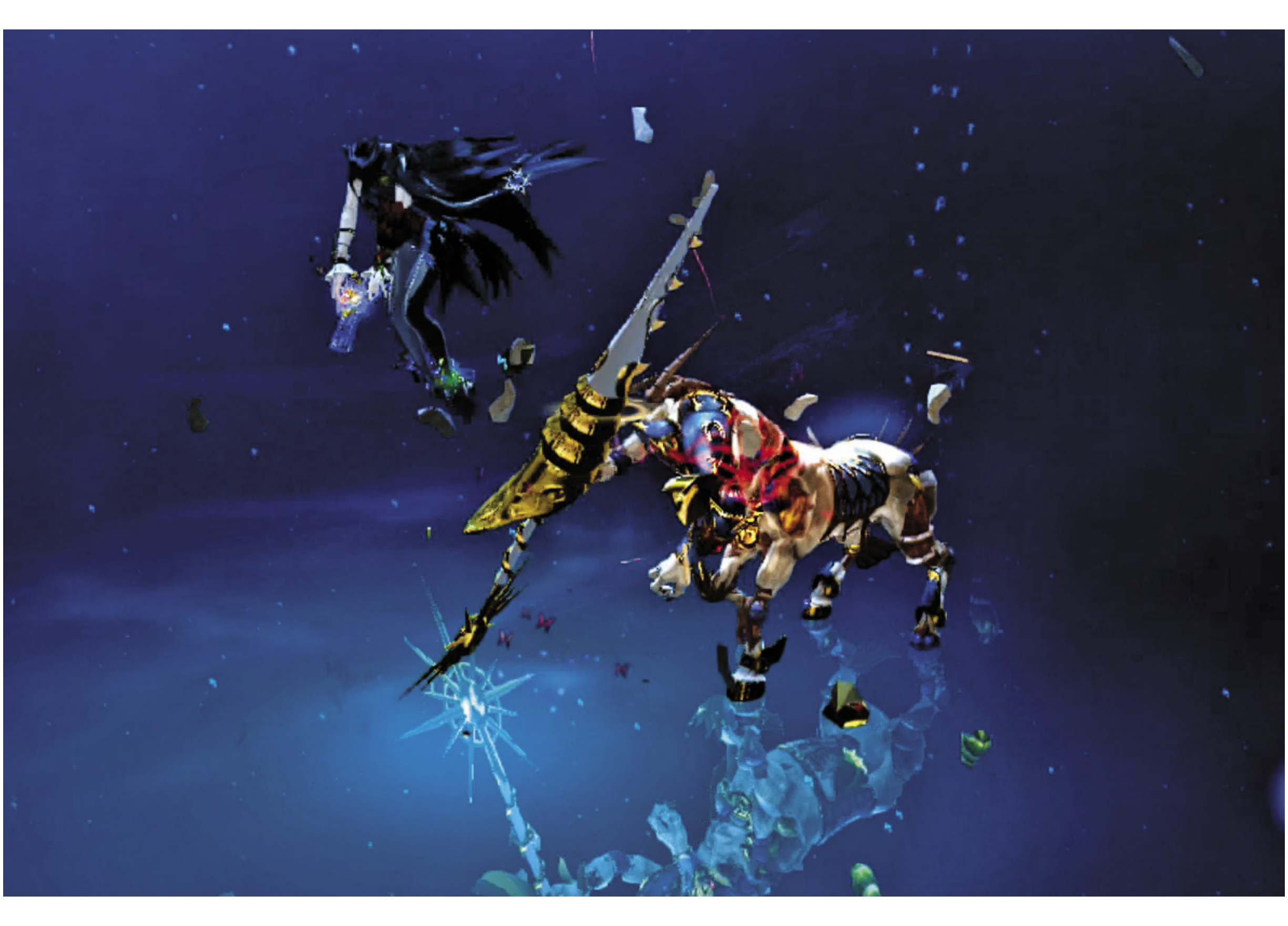


...then activate Panther Within! Now get out of there!
You guessed it—you can interrupt actions and animations by changing into animal forms as well! Try it with Panther Within for the easiest time.

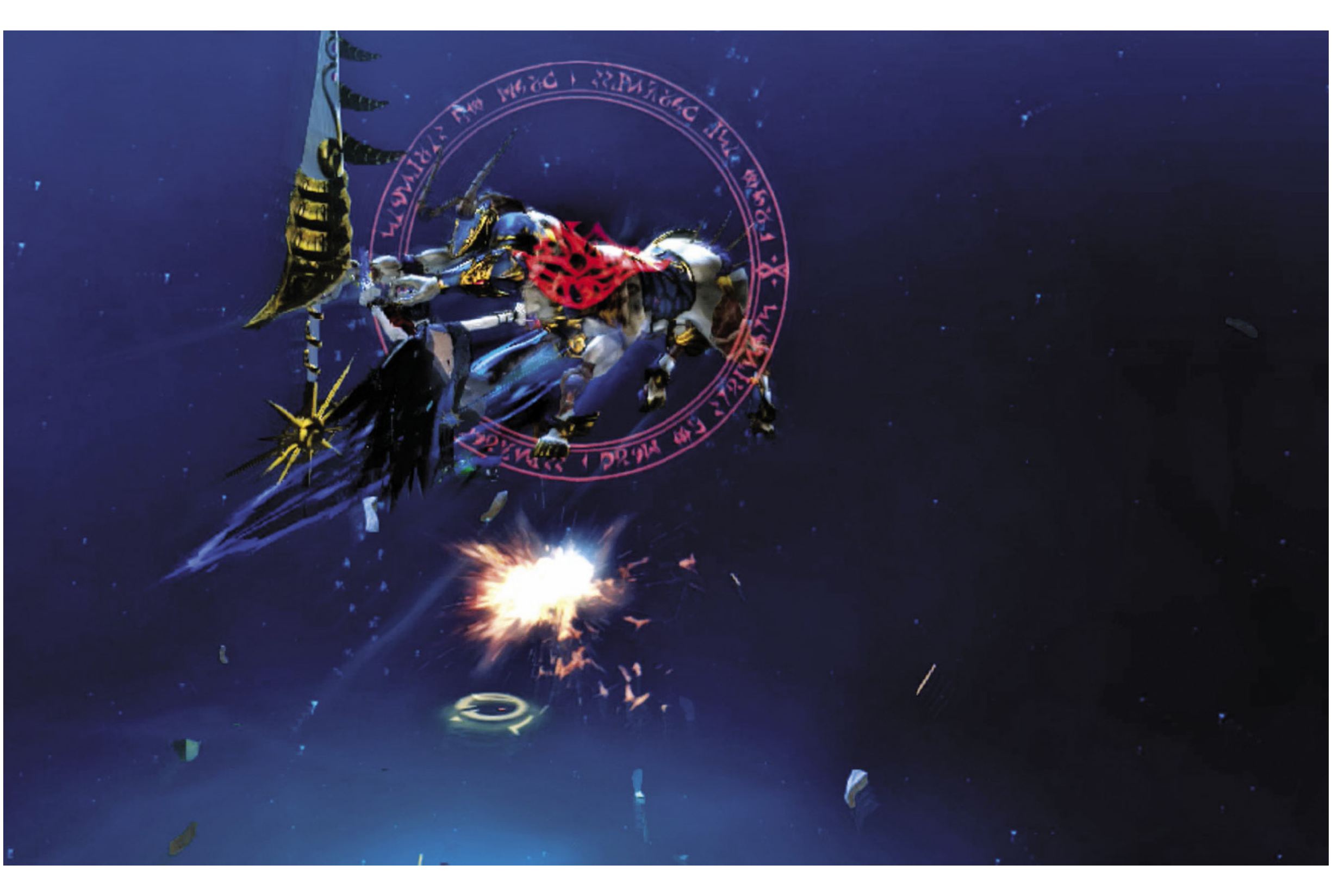
DODGE CANCELLING



In the middle of an attack?

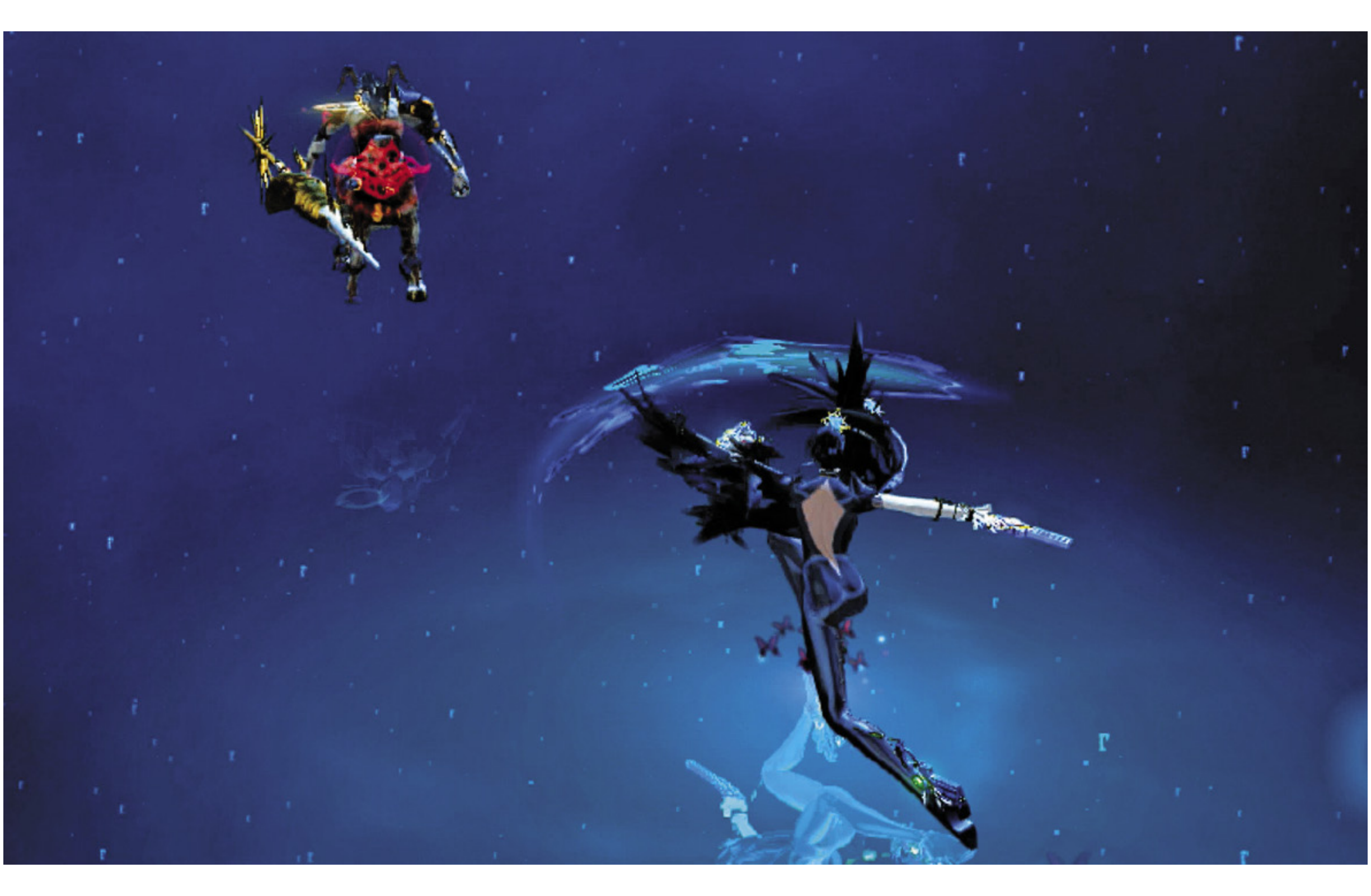


Not anymore! You just dodge cancelled, baby!

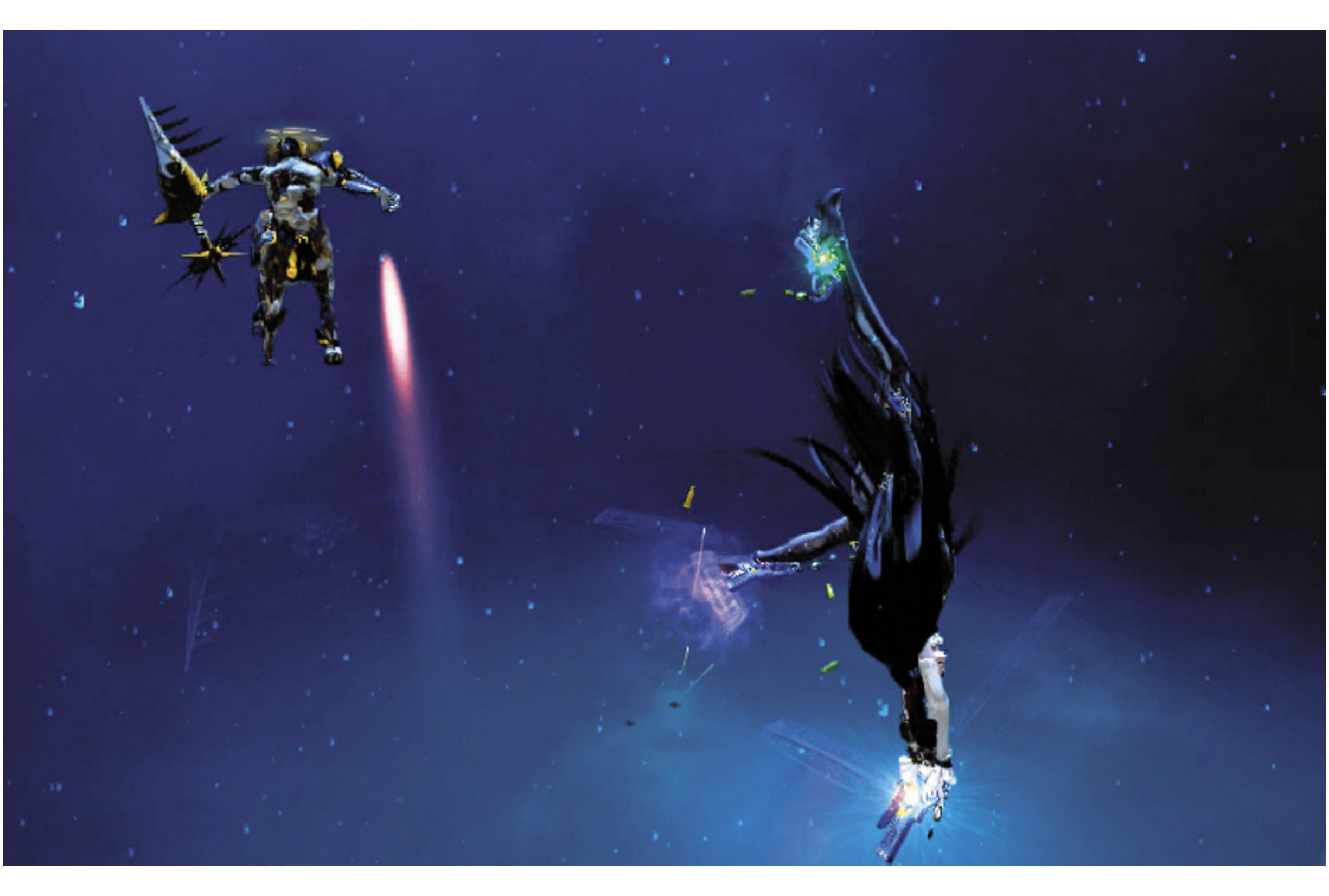


Now use a new attack instead!
Similar to jump cancelling, you can interrupt almost any animation with a dodge, which comes in very handy considering that this is Bayonetta's most important defensive technique. Simply press the Evade button if you don't want to commit to an attack. Use this ability to give yourself maximum freedom on the battlefield!

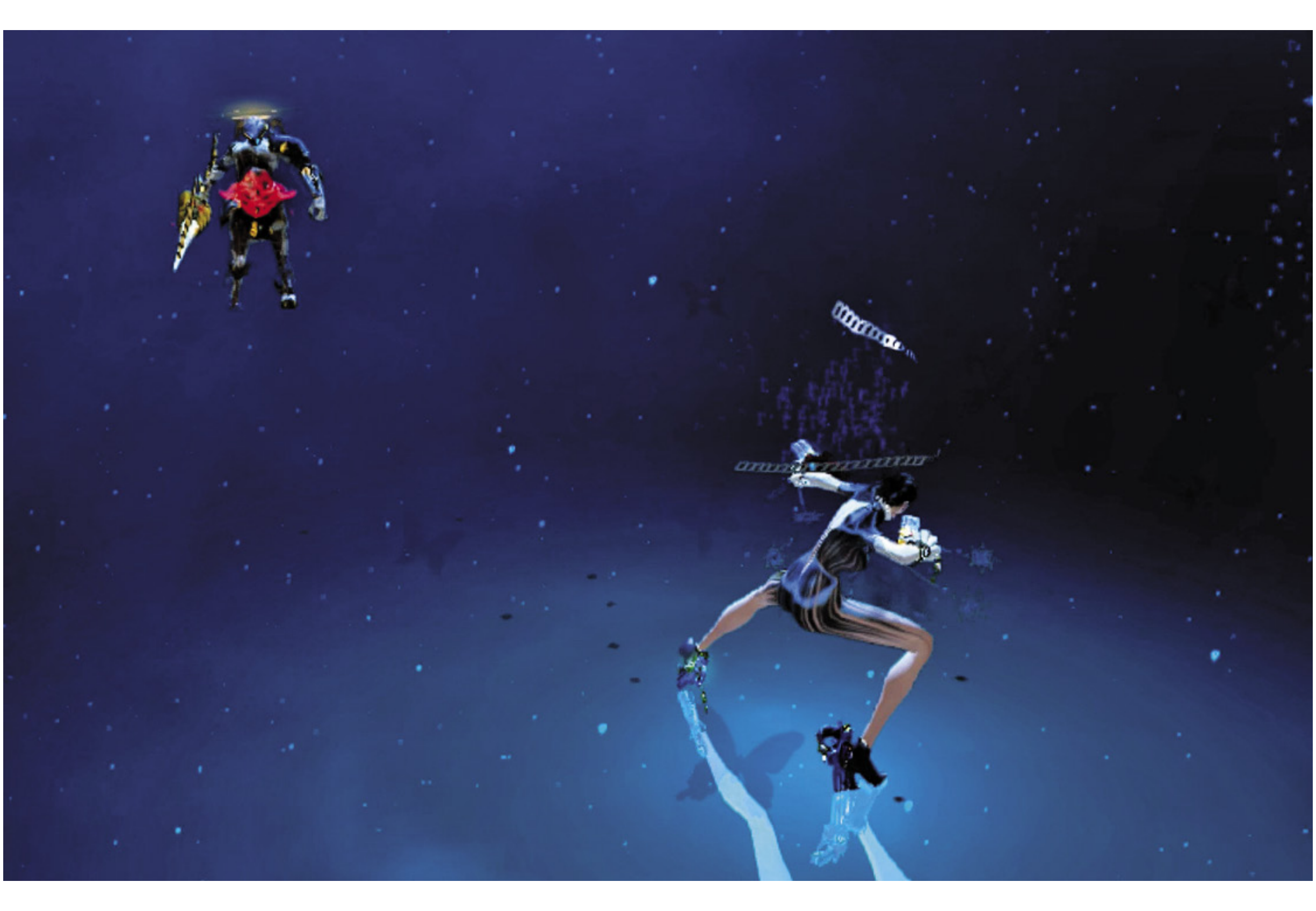
DODGE OFFSET



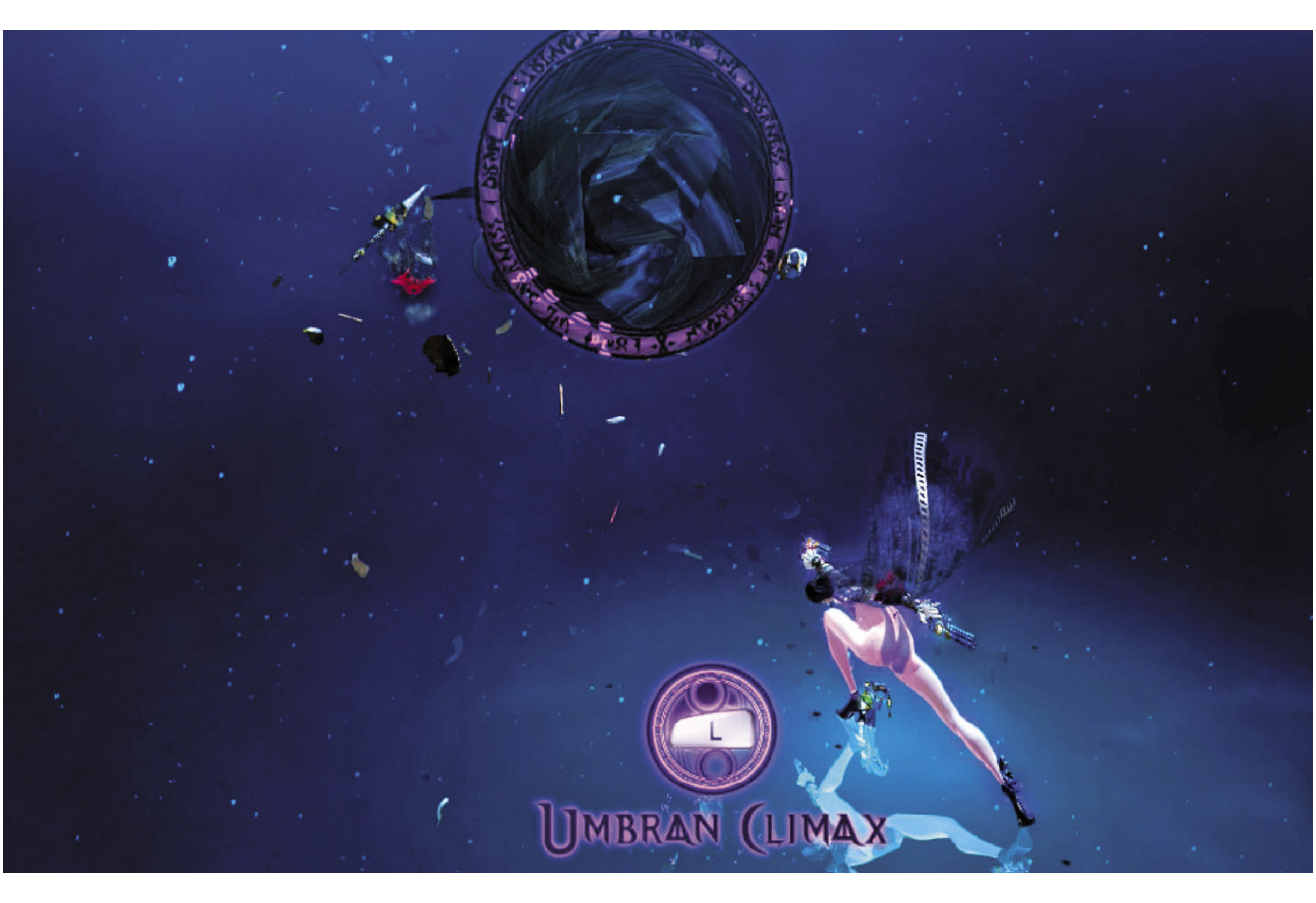
Start a combo...



...then hold a button in the combo while dodging.

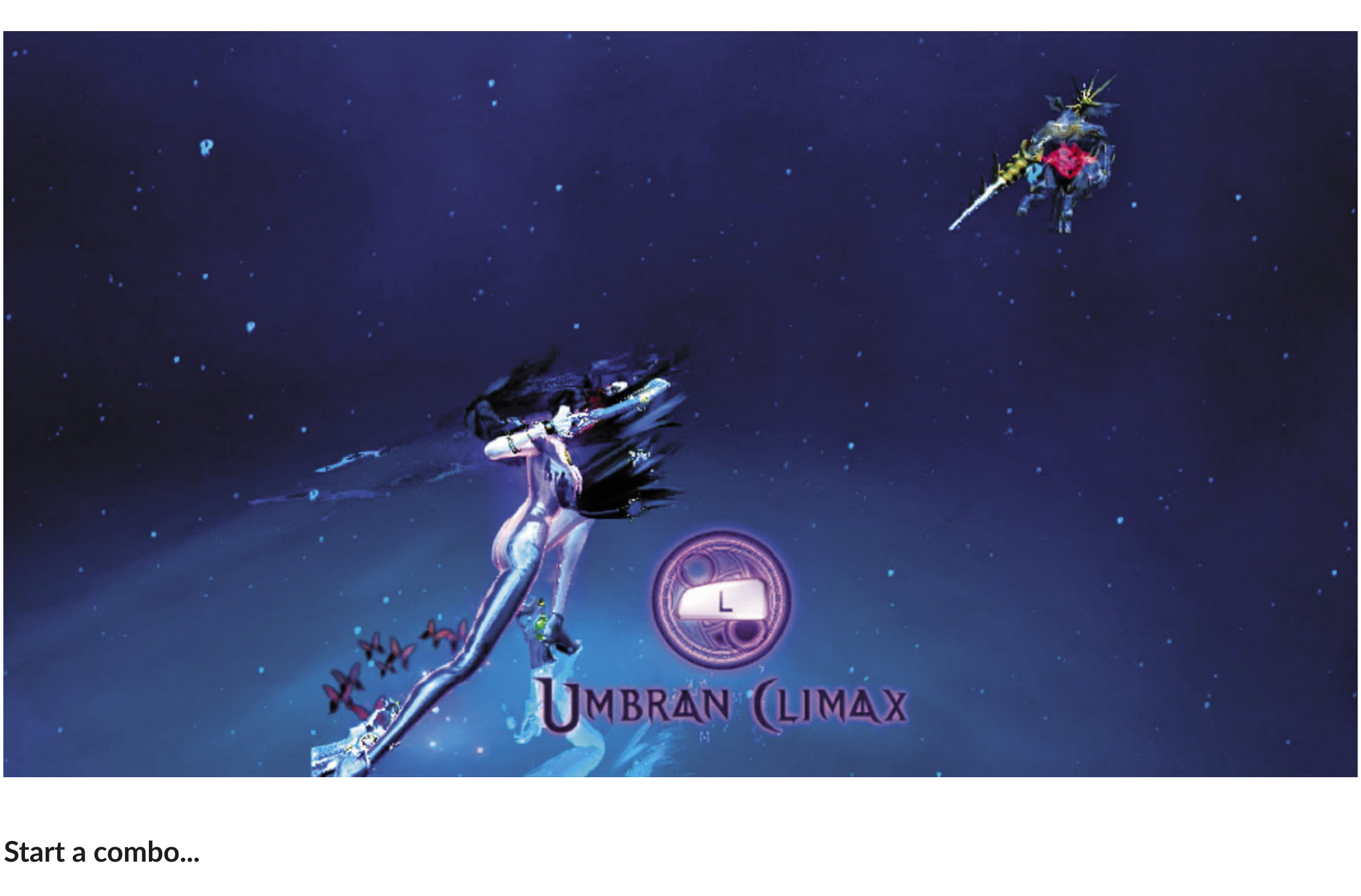


When you come out of the dodge, you can finish that combo where you left off...

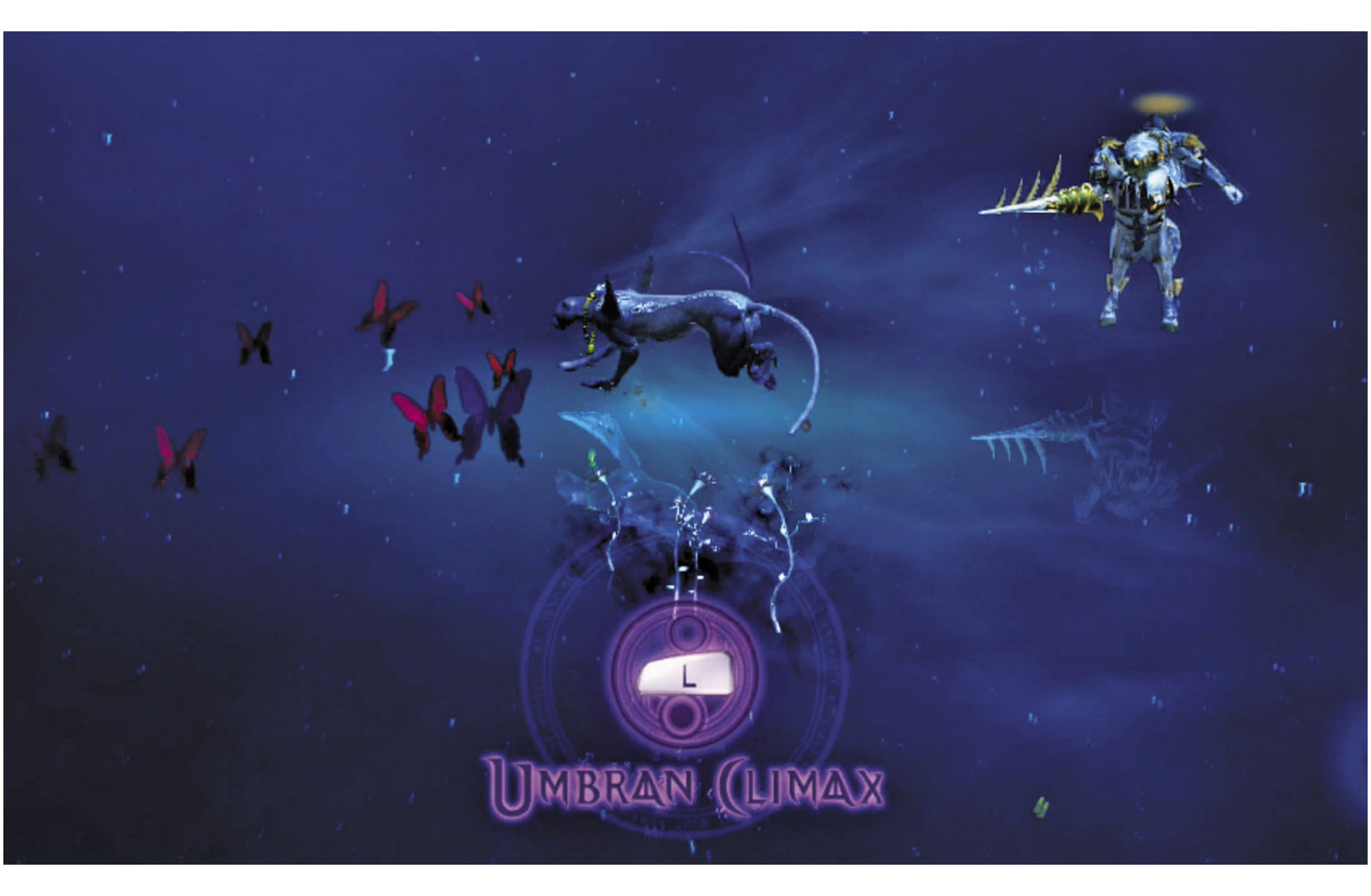


...like nothing ever happened.
Here's where things get interesting. Dodge Offset is the ability to "stall" a combo between dodges. It works by holding a button in the midst of a combo, pressing the Evade button to dodge, and continuing after the dodge is complete. This is the best way, bar none, to make sure none of your combos are interrupted by enemies and thus keep your score as high as possible.

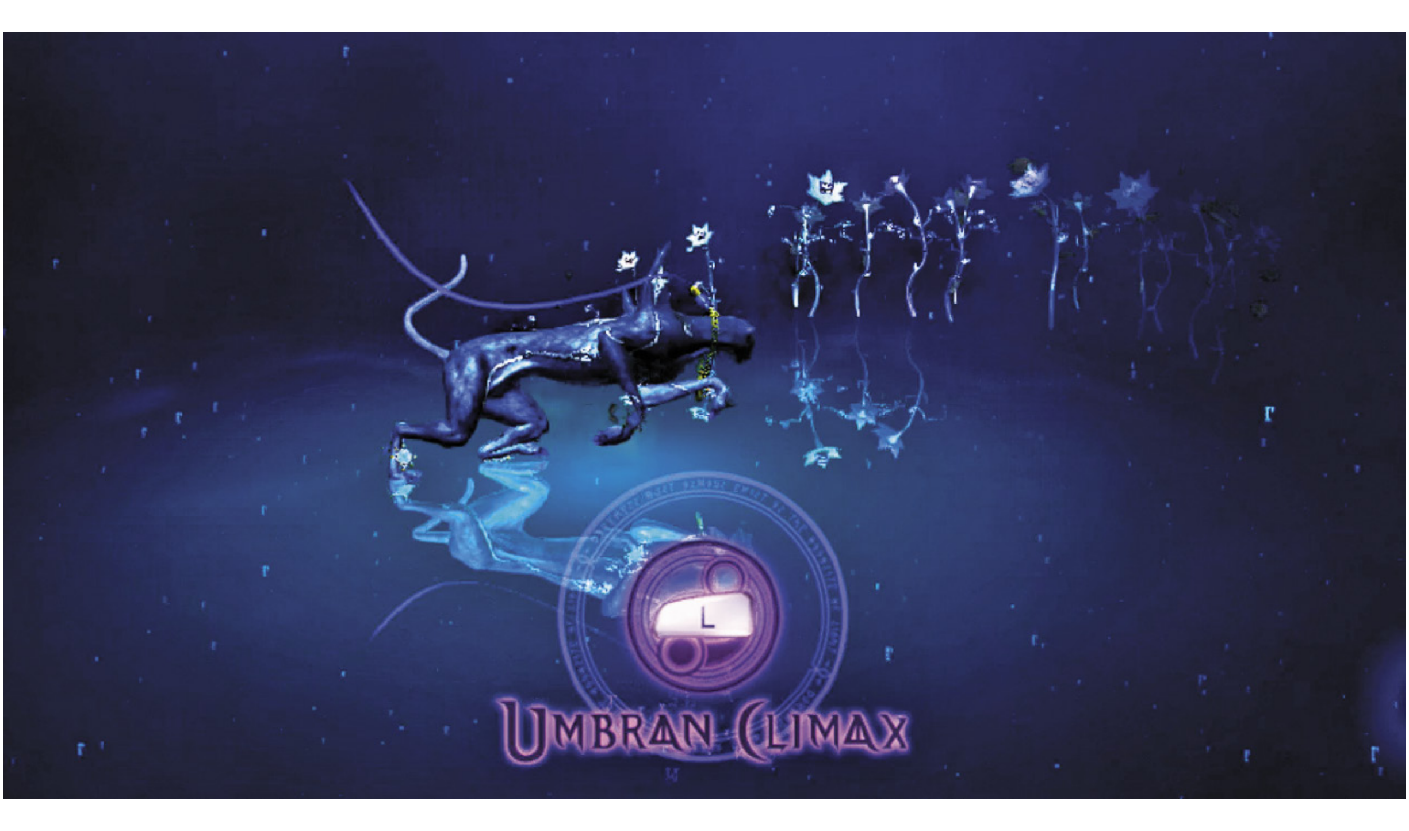
ANIMAL OFFSET



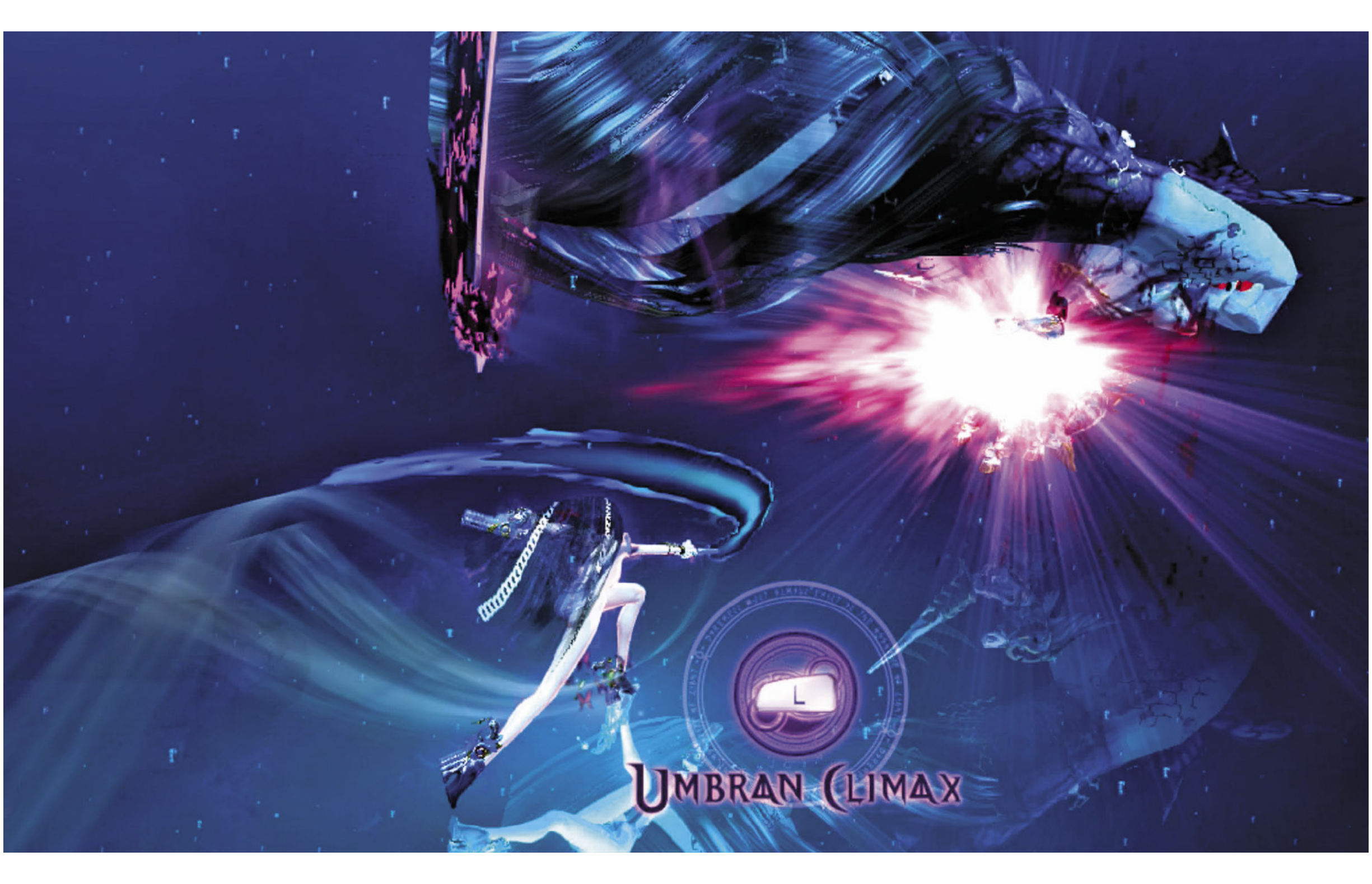
Start a combo...



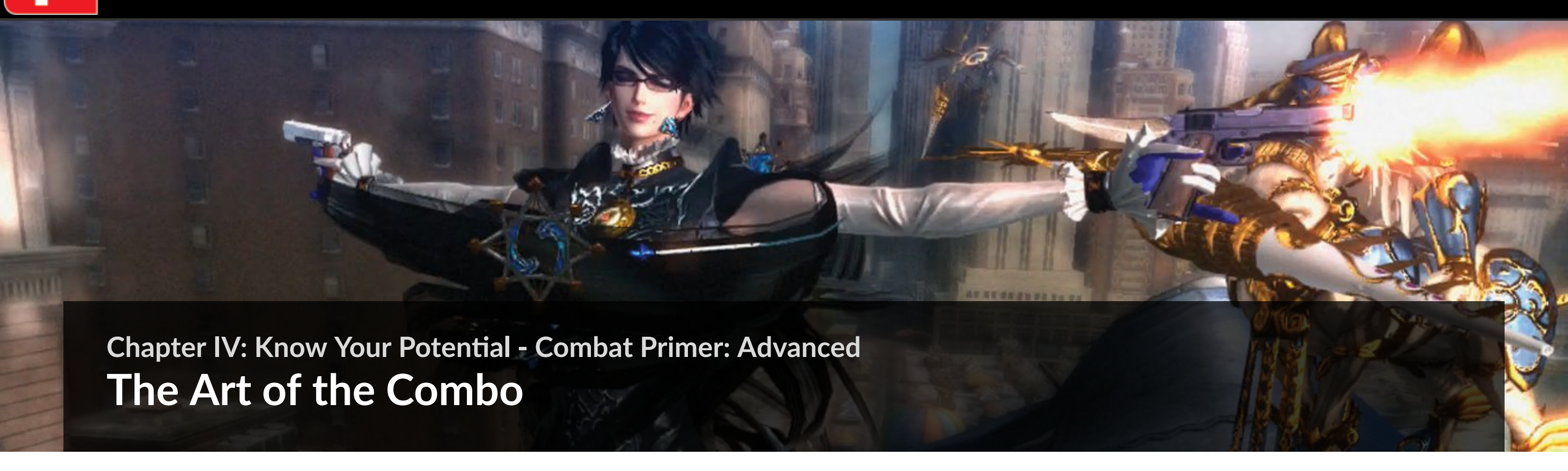
...then hold a button in the combo while changing into an animal by pressing the Evade button twice. With the double button-press, this can be tricky, but it's worth it!



Dart around to your heart's content...



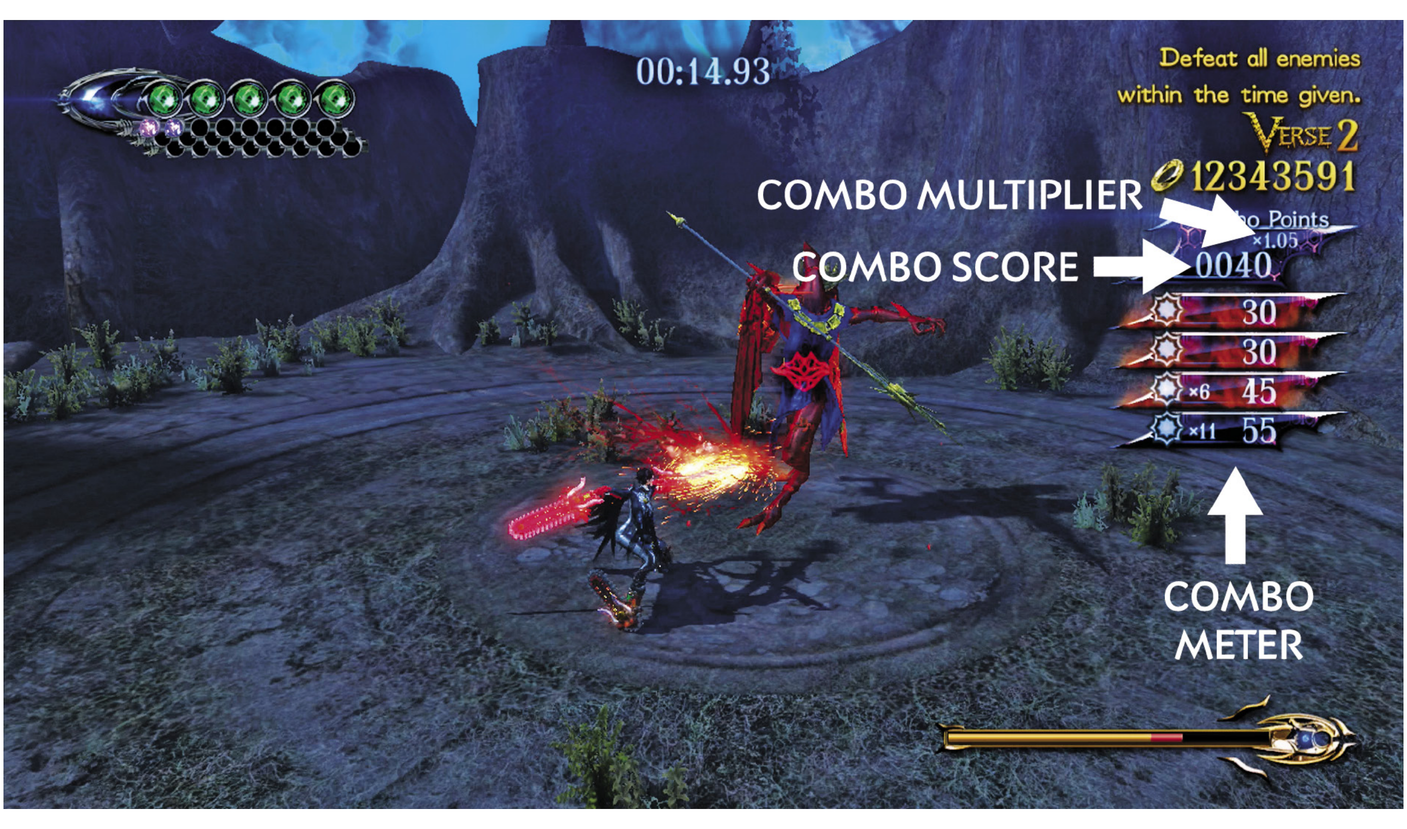
...then finish the combo!
Here's where things get *crazy*. Not only can you offset a combo through a dodge, but you can also do so through an animal form! Take those Wicked Weaves with you wherever you go! Again, performing this with Panther Within is the easiest way.



The Art of the Combo

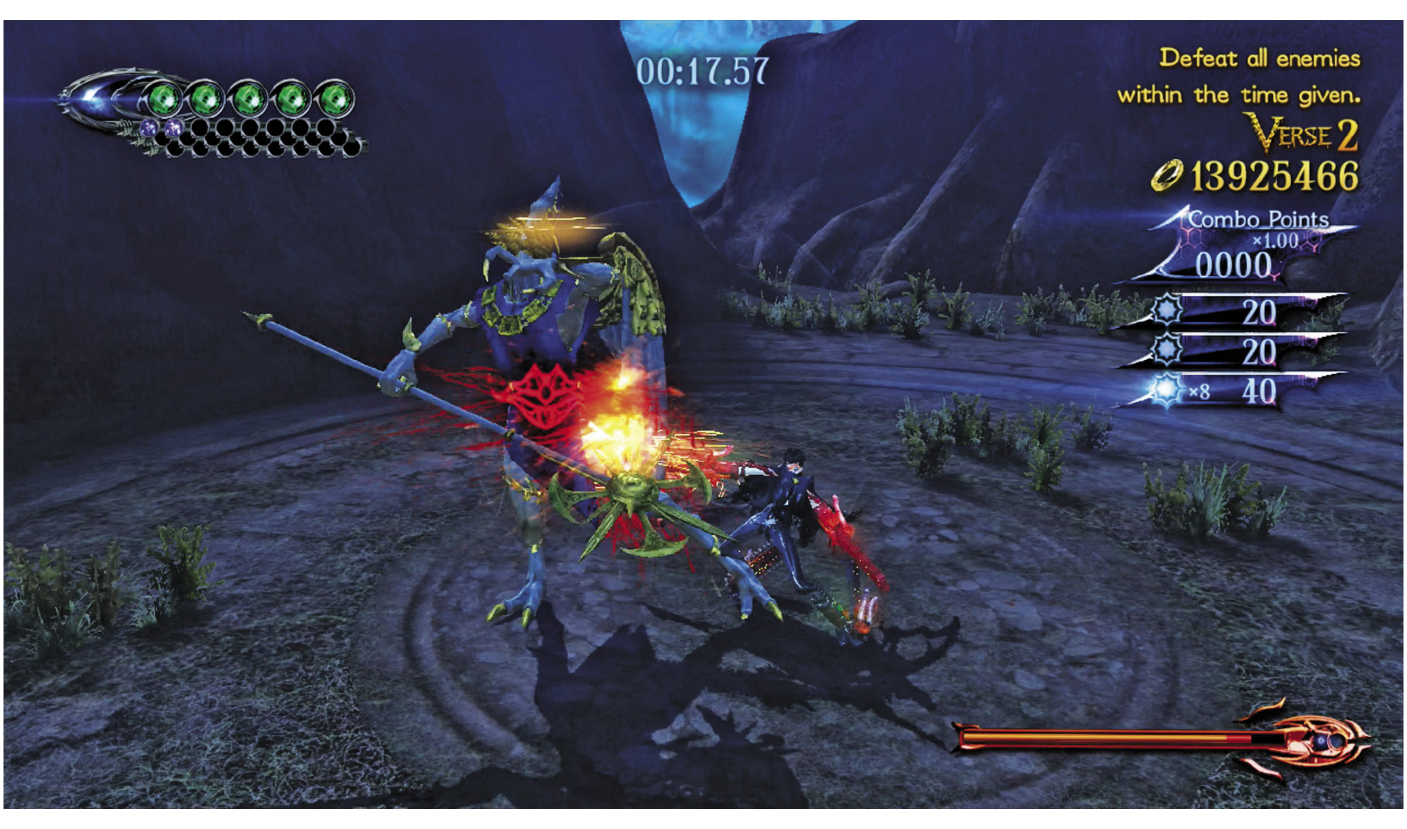
As we've stressed multiple times so far, getting high combo ranks is essential for mastery of *Bayonetta 2*. In this section, we outline how to maximize your combo potential, and prove to the world that you're exploding with style!

THE COMBO COUNTER

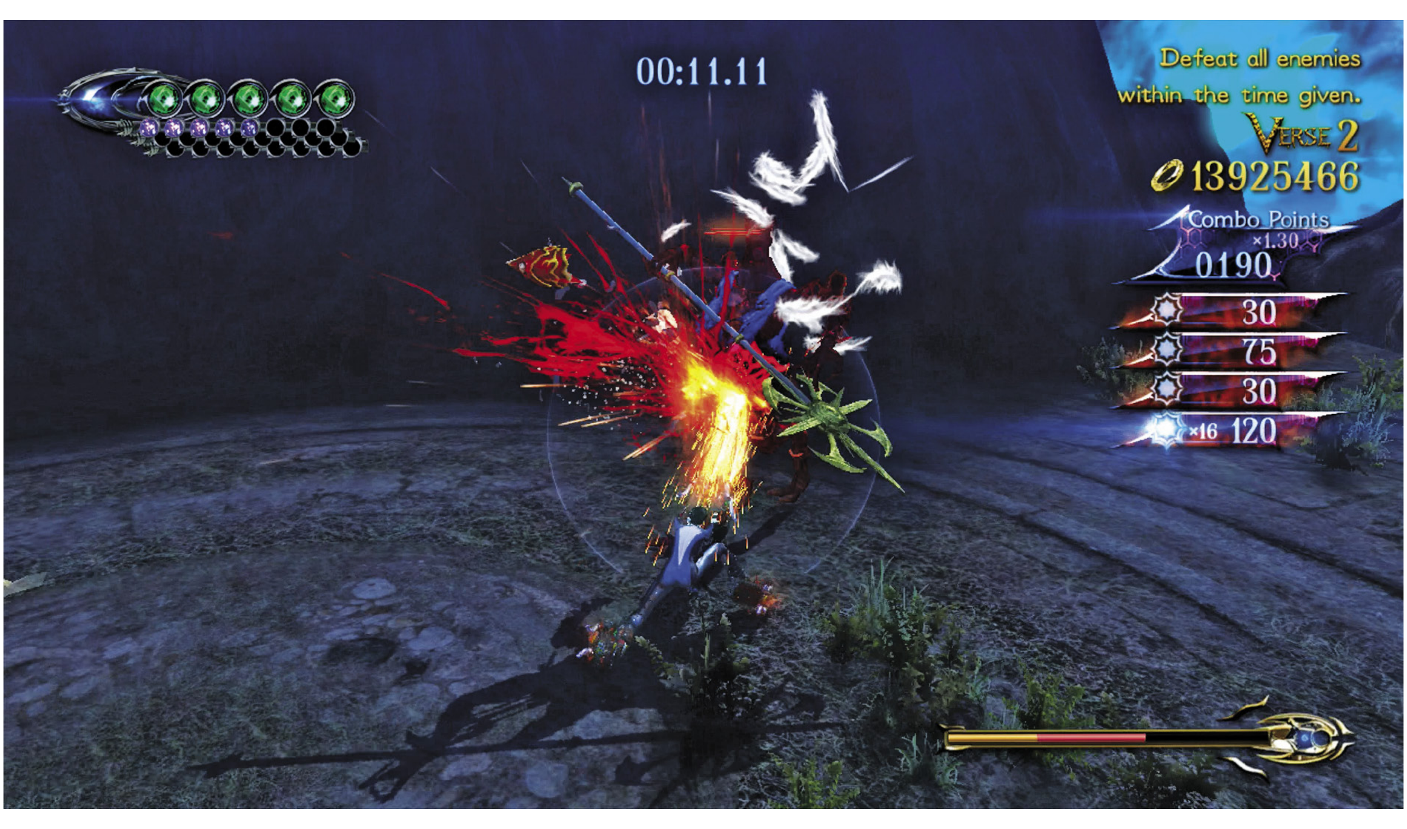

00:14.93
Defeat all enemies within the time given.
VERSE 2
12343591
COMBO MULTIPLIER
COMBO SCORE
×1.05
0040
30
30
×6 45
×11 55
COMBO METER

As explained in the Basic Combat section, each hit adds to your combo count and the multiplier. If you want to make both rise faster, simply hit harder and faster. Equip weapons like the Rakshasa and Takemikazuchi to see these principles in action for yourself.

TAUNT ENEMIES FOR HIGH SCORE


00:17.57
Defeat all enemies within the time given.
VERSE 2
13925466
Combo Points
×1.00
0000
20
20
×8 40

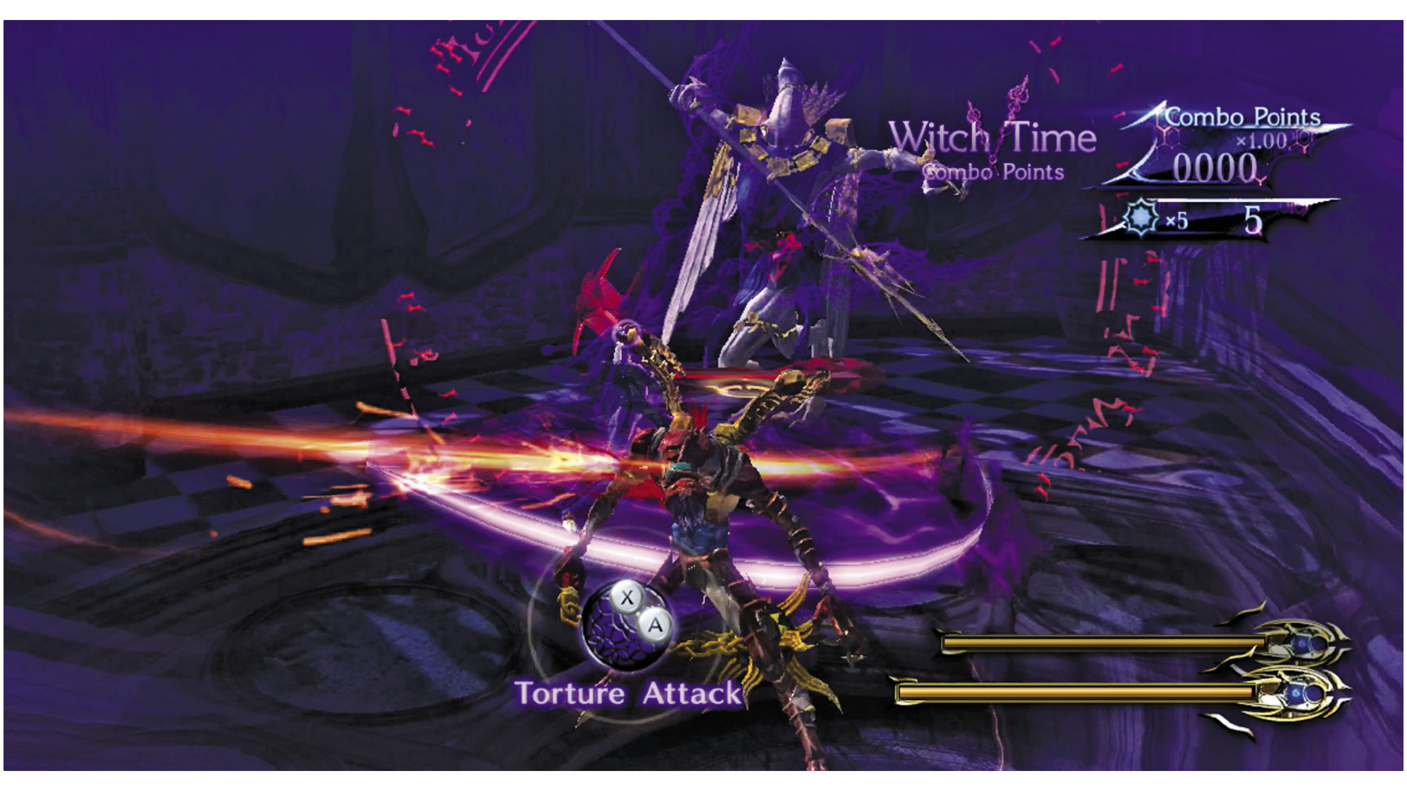
Hitting enemies normally.


00:11.11
13925466
0190
30
75
30
×16 120

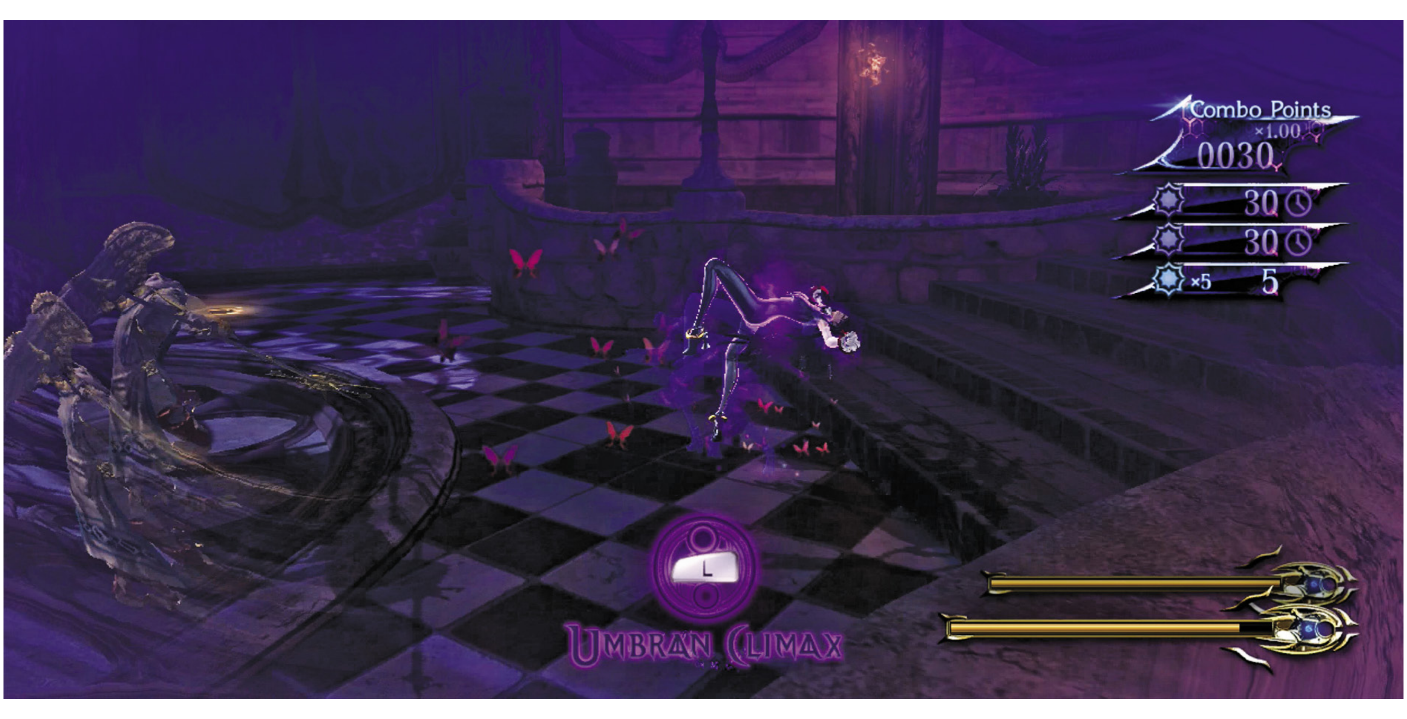
Hitting angry enemies. All that extra anger goes into your score!

Think you can take the heat? Taunt enemies wherever you can—or wear the Gaze of Despair accessory—to enrage enemies, making them move faster, hit faster, and hit harder! The tradeoff, however, is greatly increased point yield per attack you land! Use this if you're struggling to get Platinum score medals.

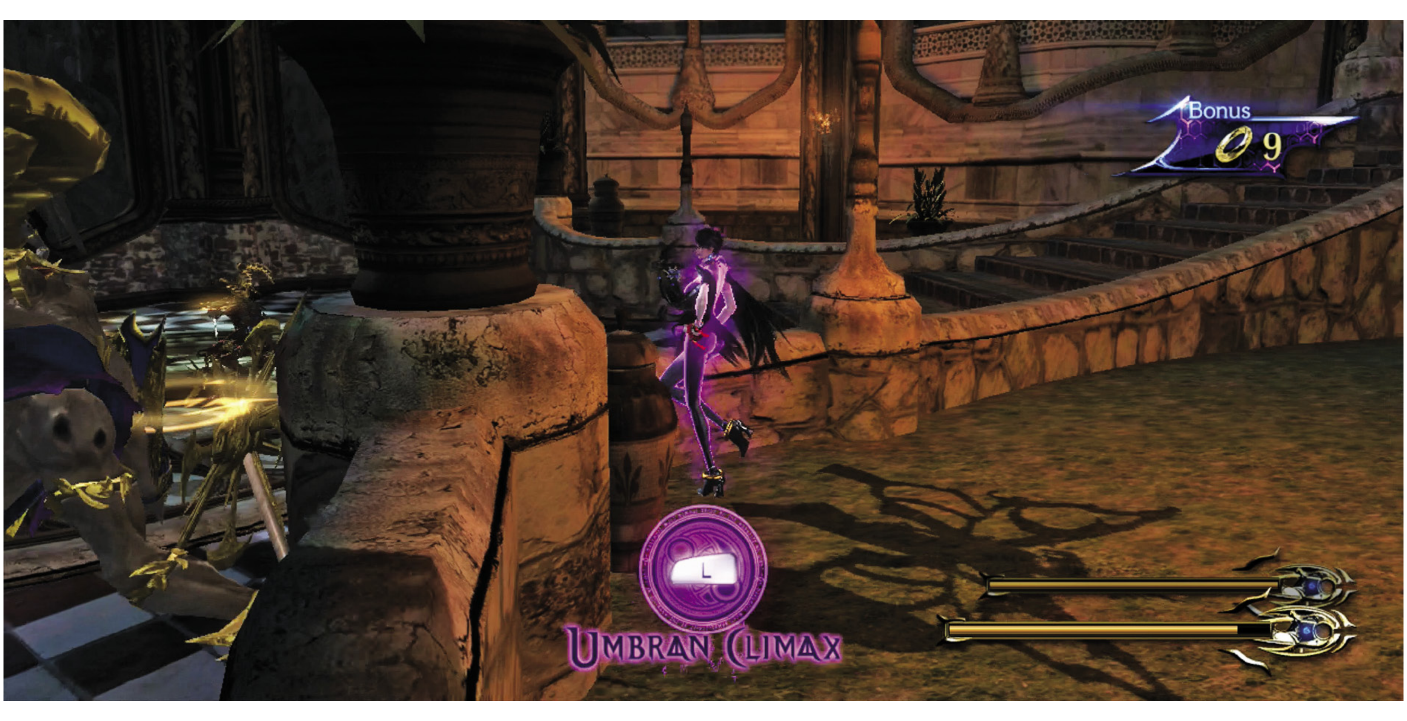
THE SIX-SECOND RULE


Witch Time
Combo Points
Combo Points
×1.00
0000
×5 5
Torture Attack

Hit enemies to keep the combo going...


Combo Points
0030
30
30
×5 5
Umbran Climax

...but if you stop for six seconds...


Bonus
9
Umbran Climax

...so does the counter! Don't let that happen!

Want an easy way to keep your combo rising? Just keep track of one thing: How long it's been since you last hit an enemy. In *Bayonetta 2*, you're allowed six full seconds between hits before the combo counter resets.

Even if you tag an enemy from across the battlefield, your combo doesn't end!

EXTENDING YOUR COMBO

TAUNTS

Combo Points
×1.00
0080
×7 10
×6 9
X
A
Torture Attack

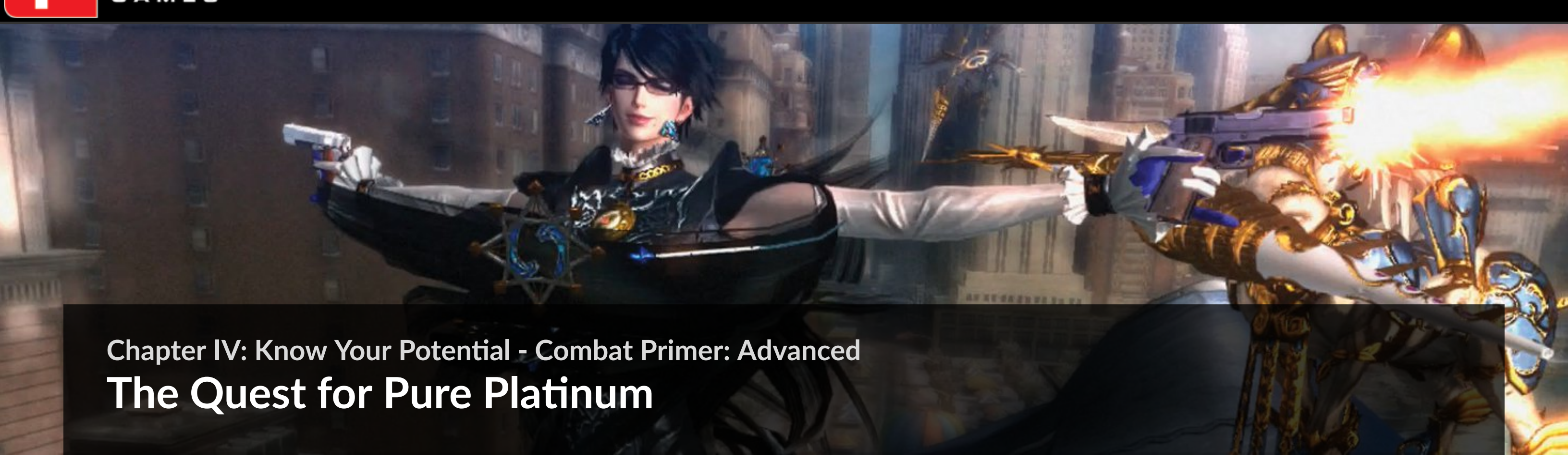
Taunts also stall the combo counter briefly, which can mean the difference between a Platinum rank or a Gold. Some Verses also have multiple phases of battle that can be interrupted by things like cutscenes. You can often taunt to stall the combo counter once you've cleared the first phase of enemies so that your counter remains intact once you enter the second phase. This is essential for attaining Pure Platinum ranks some Verses, including boss battles.

GUN ATTACKS

Once you've defeated an enemy, hold the Action button to fire your gun. Bayonetta will automatically tag another enemy, and your combo counter will continue. This should always be your fallback technique in battle—always keep your gun going if you don't have an enemy directly in your sights.

DODGE OFFSET

As explained earlier, Dodge Offset allows you to dodge incoming attacks even while in mid-combo, so you don't have to stop dishing out the pain, and so you can toss out your beloved Wicked Weaves more often. Never forget it!



Chapter IV: Know Your Potential - Combat Primer: Advanced

The Quest for Pure Platinum

The rank of Pure Platinum signifies total mastery of any battle scenario *Bayonetta 2* has to offer. Much of the game's replay value lies in attaining this rank for every Verse and every Chapter. The following section covers how to prepare for the ultimate challenge, and what to do when you finally decide you're ready to undertake it!

SUGGESTED PLAY/REPLAY ORDER

Only *Bayonetta 2* veterans—those who have already greatly familiarized themselves with the game and its underlying mechanics—should undertake the quest for full Pure Platinums. This will take multiple playthroughs. Fortunately, as with all Platinum games, there's a pretty solid path of playthroughs and actions to take to get the experience you need.

Keep in mind that the below aren't hard-and-fast rules. Figure out which way of learning works best for you.

DIFFICULTY BREAKDOWN

DIFFICULTY	ATTRIBUTES
1st Climax	• The easiest of all difficulty settings.• Bayonetta takes reduced damage from hits and has eight extra orbs of magic.• Enemies attack less often.
2nd Climax	• The standard difficulty setting.• Bayonetta takes the standard amount of damage and has the standard magic gauge.• Enemies attack at the standard rate.
3rd Climax	• Harder than 2nd Climax.• Bayonetta takes extra damage from hits.• Enemies attack more often than normal and can dodge more of Bayonetta's attacks outside of Witch Time.• The timing required for gaining Witch Time via dodges is tighter.
∞ Climax	• The hardest difficulty setting.• Bayonetta takes large amount of damage per hit.• Enemies move faster, attack more often than normal, and can dodge many more of Bayonetta's attacks outside of Witch Time.• The timing required for gaining Witch Time via dodges is much tighter.

Tip

Be sure to check out the "Go for Pure Platinum!" strategies throughout the Walkthrough, starting in the next chapter!

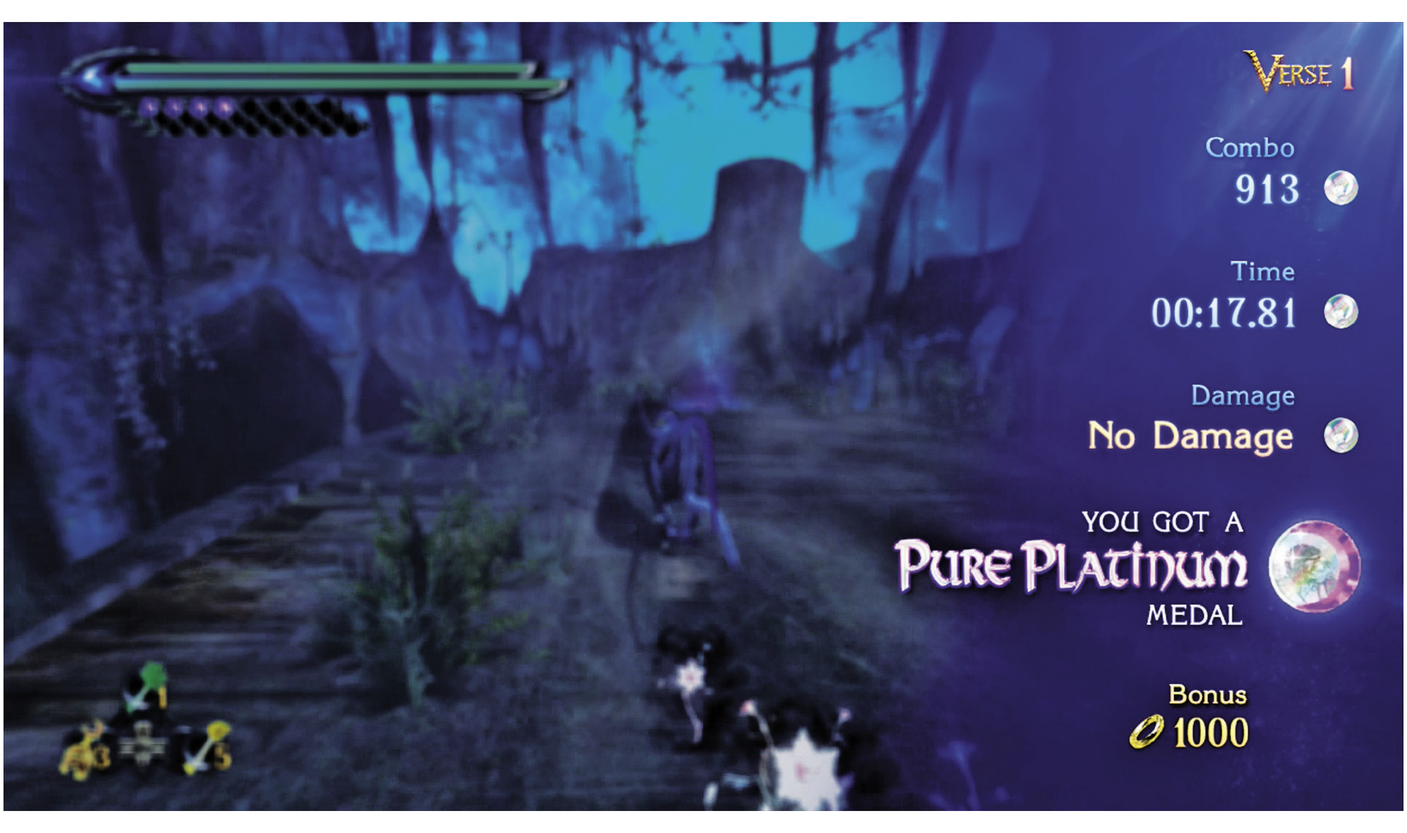
PLAYTHROUGH ORDER

PLAYTHROUGH #	PERSONAL OBJECTIVES
1st PlaythroughDifficulty: 2nd Climax (or 1st Climax if new to action games)	• Get acclimated to the game systems – how attacks, dodges and Witch Time work and are beneficial to the player.• Don't worry too much about ranks. Instead focus on getting through the story and building your arsenal through LPs , Broken Witch Hearts, Broken Moon Pearls and The Gates of Hell.• Optionally, one can play through 1st Climax if they're completely new to the genre. Equip the Immortal Marionette accessory until you are comfortable with the flow of the game, then remove it as you would training wheels. Once 1st Climax playthrough is complete, move on to 2nd Climax.
2nd PlaythroughDifficulty: 2nd Climax	• Enjoy 2nd Climax with newfound power from your new weapons, your increased statistics, and your heightened skills brought about by personal experience.• Do your best to gain high ranks in every fight. If possible, aim for Pure Platinum—it will be within your grasp for quite a bit of the game now that you've seen every enemy firsthand.
3rd PlaythoughDifficulty: 3rd Climax	• Begin your quest for mastery of Bayonetta 2 in earnest. • Internalize enemy attacks and tells. Learn how to dodge as many attacks as possible and/or to parry all of them with the Moon of Mahaa-Kalaa. • Experiment with accessories and weapons to see which ones aid you the most in tough fights. Several suggestions are given in this section.• Wherever applicable, go for Platinum and Pure Platinum ranks.
4th PlaythroughDifficulty: ∞ Climax	• Attempt ∞ Climax once you are comfortable with 3rd Climax. • Follow the same objectives as in the previous playthrough, keeping in mind that every mistake costs more than it used to.
5th Playthrough & Beyond	• Finish attaining all collectibles, and achieve any remaining Bewitchments. This includes challenging Rodin, who you should by now stand a chance against.• Continue to practice until you are able to achieve Pure Platinum rank for every chapter in every difficulty.

THE RANKING SYSTEM

There are five levels of grading in *Bayonetta 2*, from lowest to highest: Stone, Bronze, Silver, Gold, and Platinum. These grades—given out via medals—determine your overall rank in Verses and Chapters.

BY VERSE



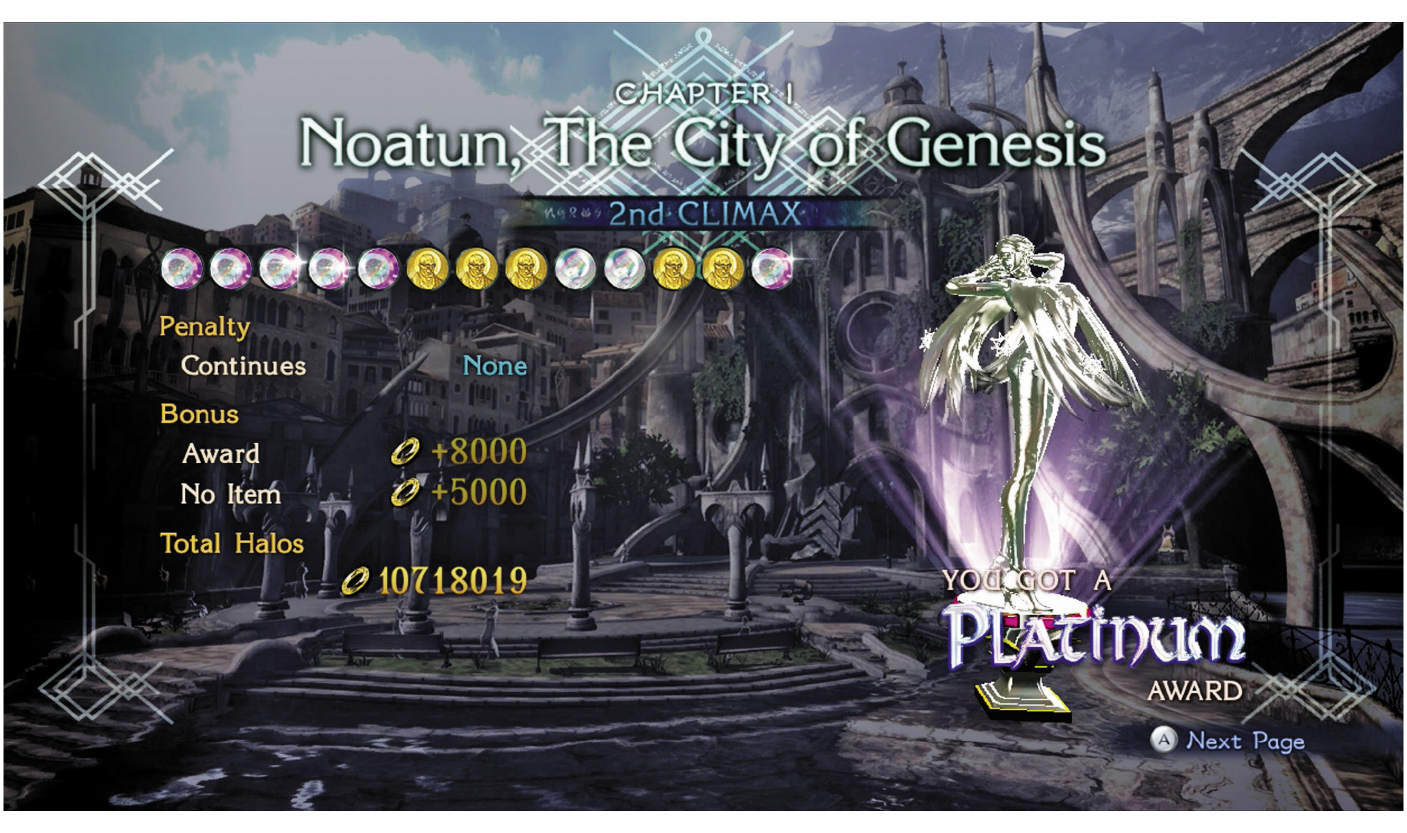
Verse Ranks are calculated by the average of three factors: Score, Time, and Damage. If you manage Platinum medals in all three fields, you're awarded a Pure Platinum medal for the Verse.

For a high Score ranking, attain a high score through high combo counts and high combo multipliers.

For a high Time ranking, finish the Verse as quickly as possible.

For a high Damage ranking, take as little damage as possible. Taking 0 damage for the Verse always results in a Platinum Damage ranking for the Verse.

BY CHAPTER



Chapter Ranks are the average of all medals in all Verses, minus one rank for each time a Continue is used.

To earn Pure Platinum for a chapter, you need to get Pure Platinum for every Verse within. Even a single Platinum for a Verse will bump your Chapter Rank down to a Platinum.

THE KEYS TO VICTORY!

The quest for Pure Platinum is just as much a game of preparation as it is execution. The following items will give you the best chance of completing your mission.

WEAPONS

SALAMANDRA

The Salamandra is the overall best weapon in your Pure Platinum quest, for one large reason: the ability to hold the Punch or Kick button during each attack. By doing so, you ensure extra damage and a huge score boost, as well as a longer-lasting attack that allows you to get your bearings for precious seconds. If you want your attacks to take less time, then tap the buttons instead of holding them, but nine times out of ten, holding the buttons is the best course of action.

Make these weapons your default on your arms and legs. Leg attacks usually sweep horizontally, allowing you to hit multiple enemies at once, especially when powered up by Umbran Climax.

RAKSHASA

This is the fastest melee weapon in the game, and your best friend against bosses and Sloths on ∞ Climax difficulty. Equipping them on your arms is essential for several key scenarios.

KAFKA

The poison attribute of the Kafka's arrows makes this weapon invaluable for shaving down battle times. Its Stiletto attack is also deceptively powerful, able to send enemies flying on impact. Go for the wall bounce!

ALRUNA

The Alruna is a deceptively powerful striking weapon on its own, but holding the Attack buttons allows it to whip and slam weaker enemies to the ground, and larger enemies during Witch Time or Umbran Climax.

ACCESSORIES

PULLEY'S BUTTERFLY

Apart from your dodge, this is your first line of defense when going for Platinum Damage medals. Pulley's Butterfly absorbs one or more hits (depending on the strength of attack absorbed), and none of the hits absorbed count against your vitality. Keep this shield on you whenever you need it.

MOON OF MAHAA-KALAA

This is your second line of defense, allowing you to parry any attack in the game by pressing the Left Analog Stick against it, and gain the advantage to counterattack while the enemy is stunned. It's simple, but *incredibly* effective.

ETERNAL TESTIMONY

Unlocking the Eternal Testimony can make life a whole lot easier by reducing the time it takes to activate Pulley's Butterfly by half, and Umbran Climax by a fourth. Get it when you can.

GAZE OF DESPAIR

As explained earlier, enraged enemies count for many more points than normal. Just be sure you're up to the inevitable challenge that comes from wearing it.

COSTUMES

HERO OF HYRULE

If you're cool with cosplay, then the Hero of Hyrule costume is utterly invaluable. The parrying abilities of the Moon of Mahaa-Kalaa are built into the Hylian Shield, thus freeing up an accessory slot that would otherwise be taken up by one of the game's most valuable accessories.

OVERALL PLAY TIPS

In the midst of battle, keep in mind the following general rules of thumb as you fight for the coveted Platinum medals. Many of these have already been covered above, but we've compiled some of the best here in a nice handy list.

MEMORIZE ENEMY PATTERNS

Having trouble against a certain enemy? Put your Pure Platinum quest to the side for a little while, and study all of their movements and techniques. All enemies in *Bayonetta 2* move in specific patterns, and perform specific moves with properties all their own. Keep your finger on that Evade button, and do your best to dodge (or parry) absolutely everything they can do.

Don't worry about getting hit in the process—concentrate on getting the timing down so that you can dodge anything the enemy throws at you! When you get back into the fight for real, they won't know what hit them.

USE THE CUES!

Similar to watching for enemy patterns, look for the visual and audio cues associated with enemy movements and attacks. Internalize them so that you can fight more efficiently.

USE (AND ABUSE) DODGE OFFSET

Bayonetta 2 gives you more reasons and opportunities to use Dodge Offset compared to its predecessor. If you're in a tight spot and know the enemy's about to get the upper hand, use it to get out of the way and continue your assault, and hopefully enter Witch Time! Speaking of which...

WITCH TIME, WITCH TIME, WITCH TIME!

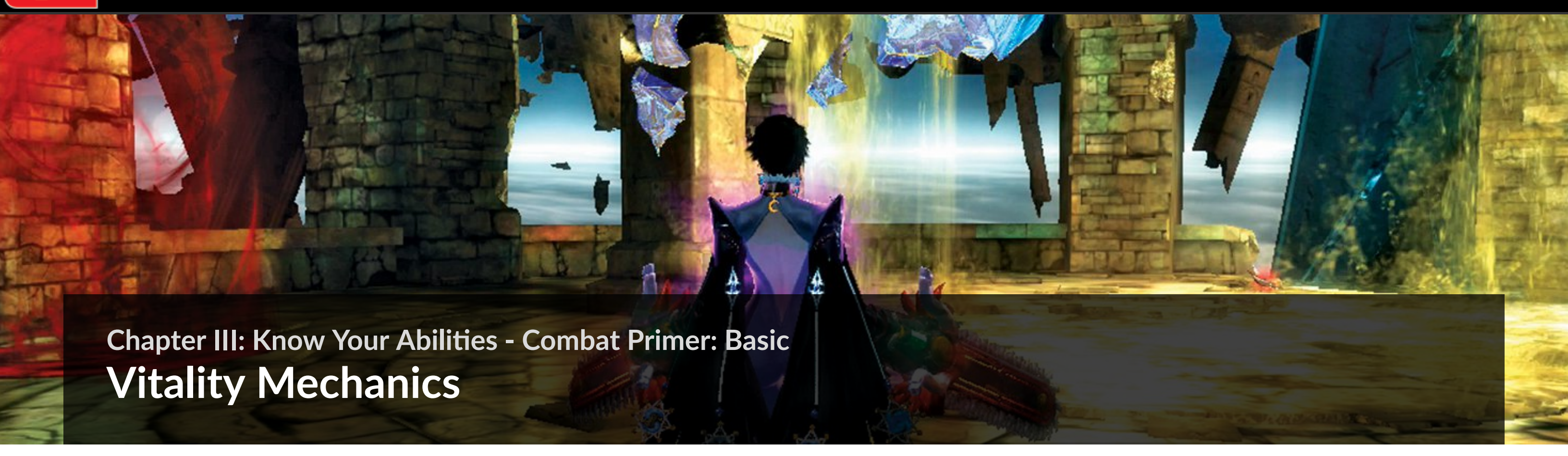
Witch Time is your best friend, period. It gives you precious breathing room with which to dispatch enemies, even on ∞ Climax difficulty. Look for opportunities to use it at every turn.

MARE TRANQUILLITATIS

Sometimes known as "fishing for parries" in fighting game jargon, *repeatedly* pushing the Left Analog Stick toward an enemy in anticipation of one or multiple attacks while having the Moon of Mahaa-Kalaa equipped goes a suprisingly long way. It's not a foolproof trick, however, so use it sparingly—if you're unsure of yourself, use extra protection such as Pulley's Butterfly.

ATTACK MULTIPLE ENEMIES AT ONCE

The more enemies you attack (and thus prevent from attacking) in a single stroke, the better your time score will be, and the safer you'll be in general, allowing you to get that all-important Platinum Damage medal. Weapons like the Rakshasa and Salamandra excel at this.



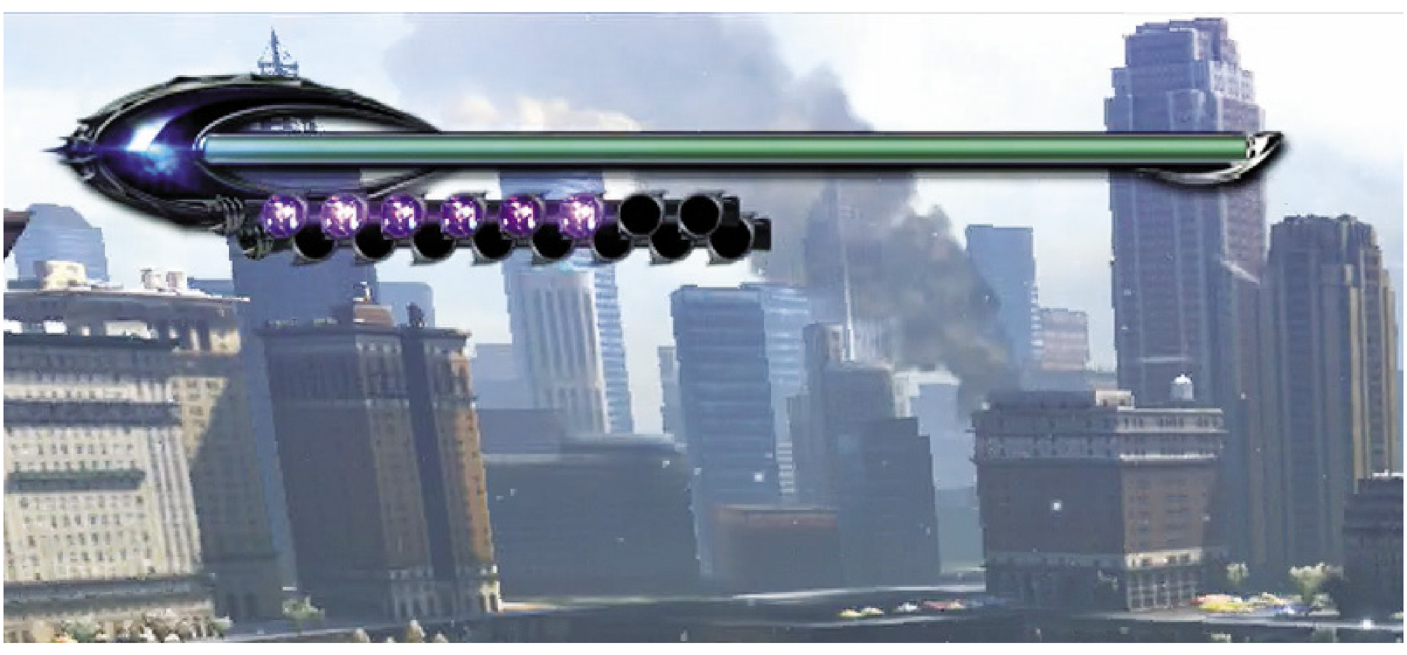
Chapter III: Know Your Abilities - Combat Primer: Basic

Vitality Mechanics

Stylish action, climax action, character action—whatever you call it, it's all about awesome characters with awesome abilities fighting awesome enemies in awesome-looking ways. In this chapter and the next, we're going to break down all of the awesomeness at your disposal so that you may dispatch it upon your enemies at will!

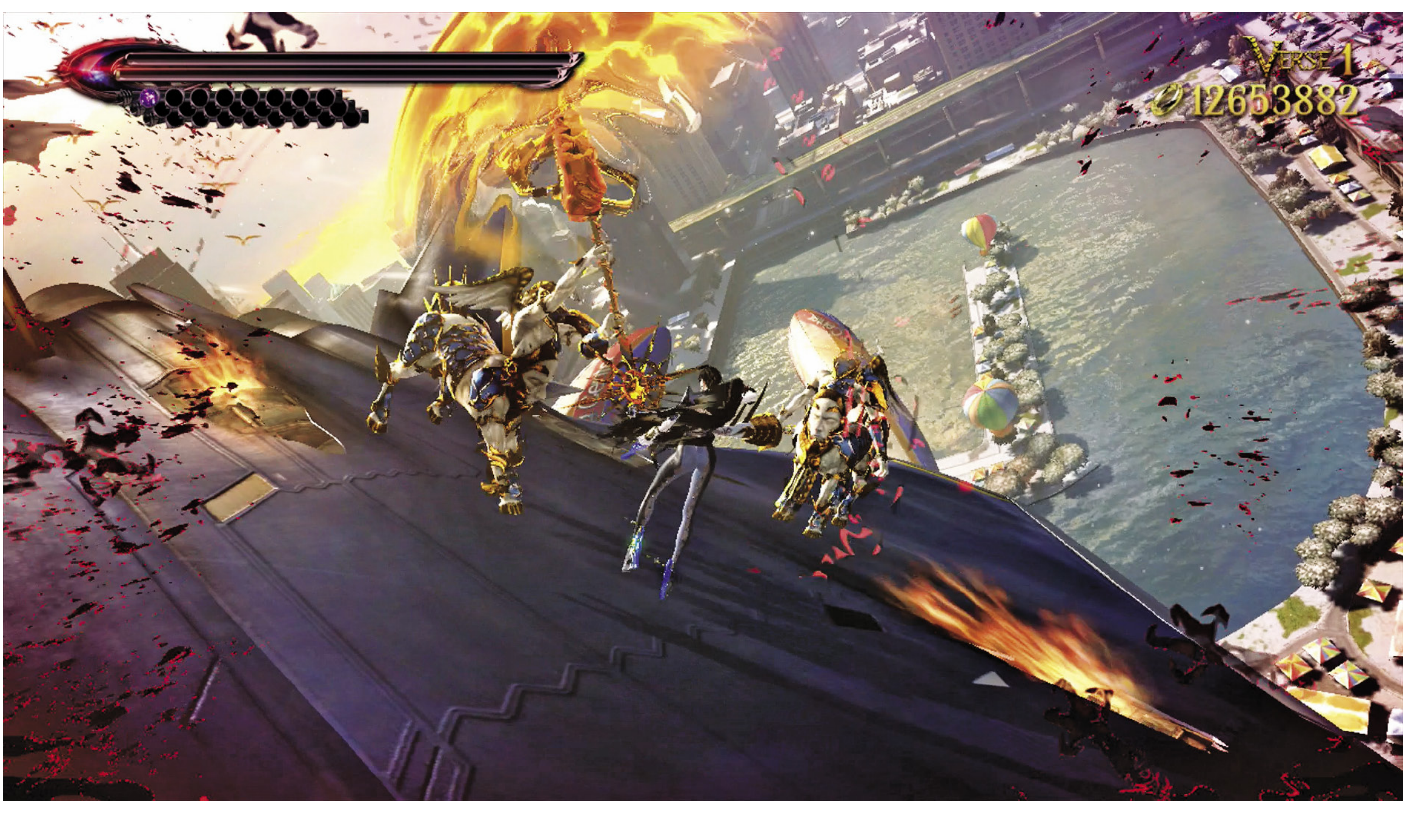
VITALITY MECHANICS

Keeping track of Bayonetta's vitality is the most important thing you can do as you play, because if that vitality reaches zero, you're out of the fight!



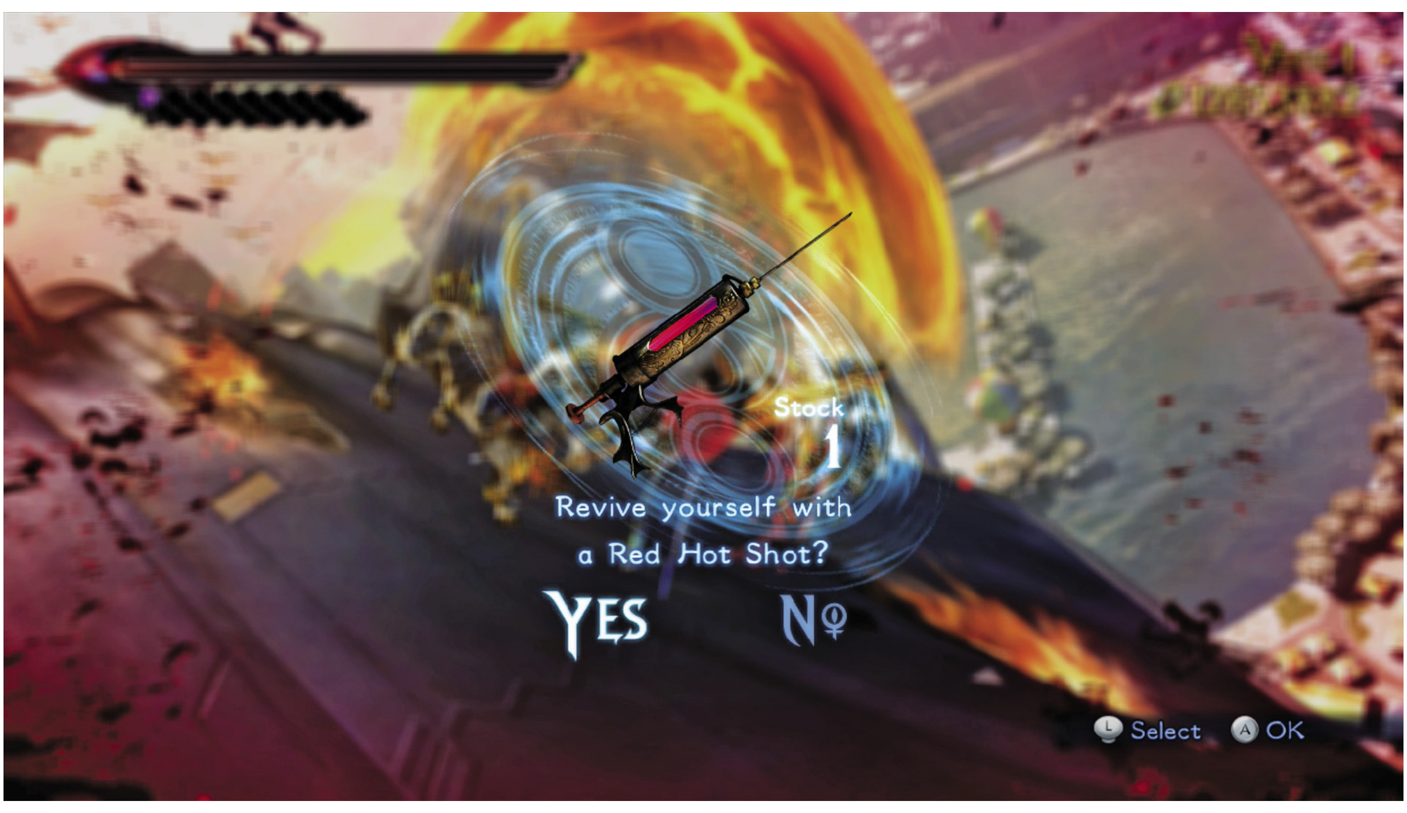
THE VITALITY GAUGE

Bayonetta starts with a single green vitality gauge at the beginning of the game. By finding Broken Witch Hearts in Story chapters and buying whole Witch Hearts at The Gates of Hell, Bayonetta can increase her vitality to two full meters.



LOW VITALITY STATE

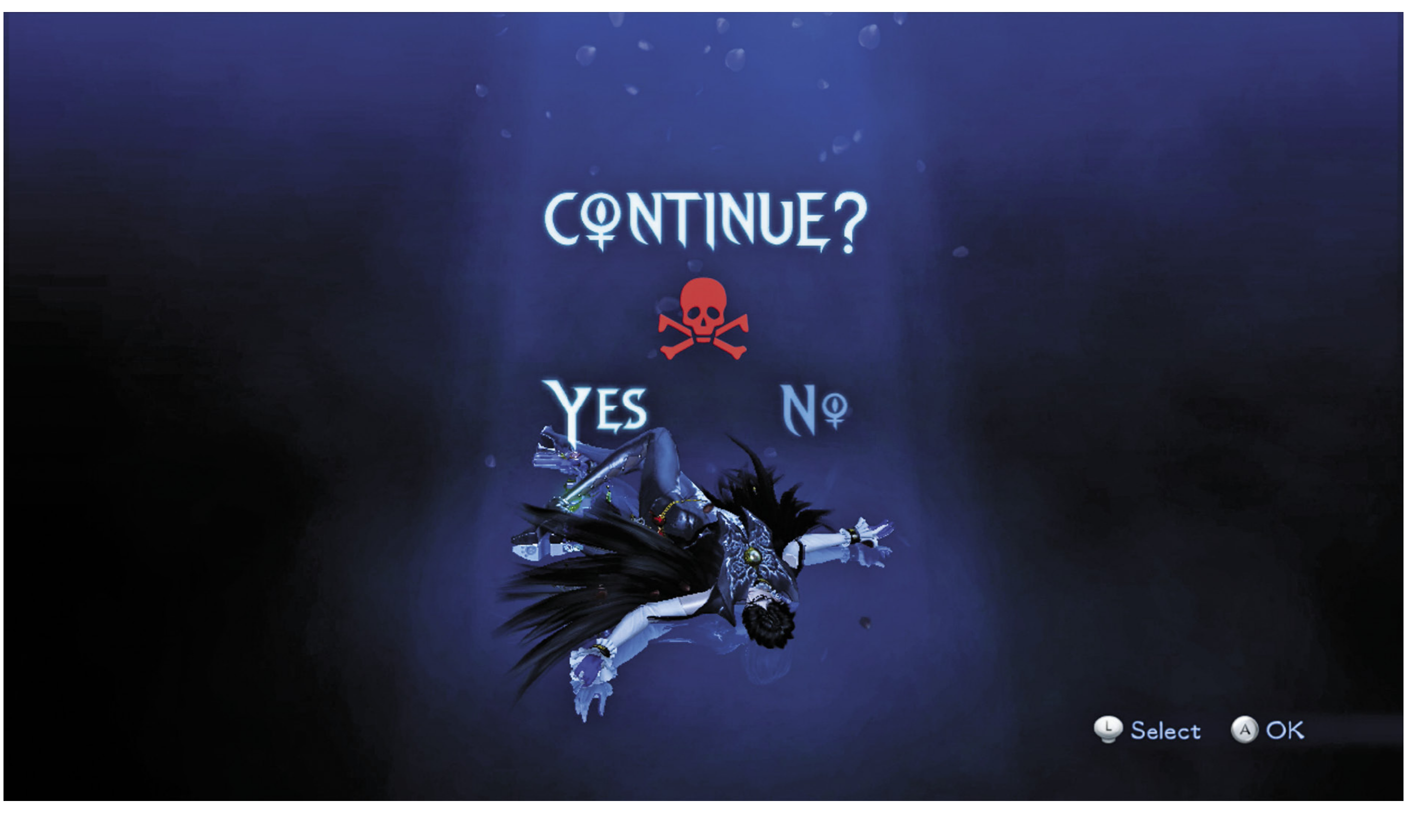
If you take enough damage in combat, red will surround the screen, informing you that you're close seeing that Continue screen. Watch yourself from here on in, or use a vitality-regenerating item to heal up!



Revive yourself with a Red Hot Shot?

USING THE RED HOT SHOT

If you've acquired a Red Hot Shot and Bayonetta's vitality depletes to zero, you'll see a dialog asking if you want to use it. If you answer Yes, you'll continue at that exact point you lost with partial vitality. Finish the fight!



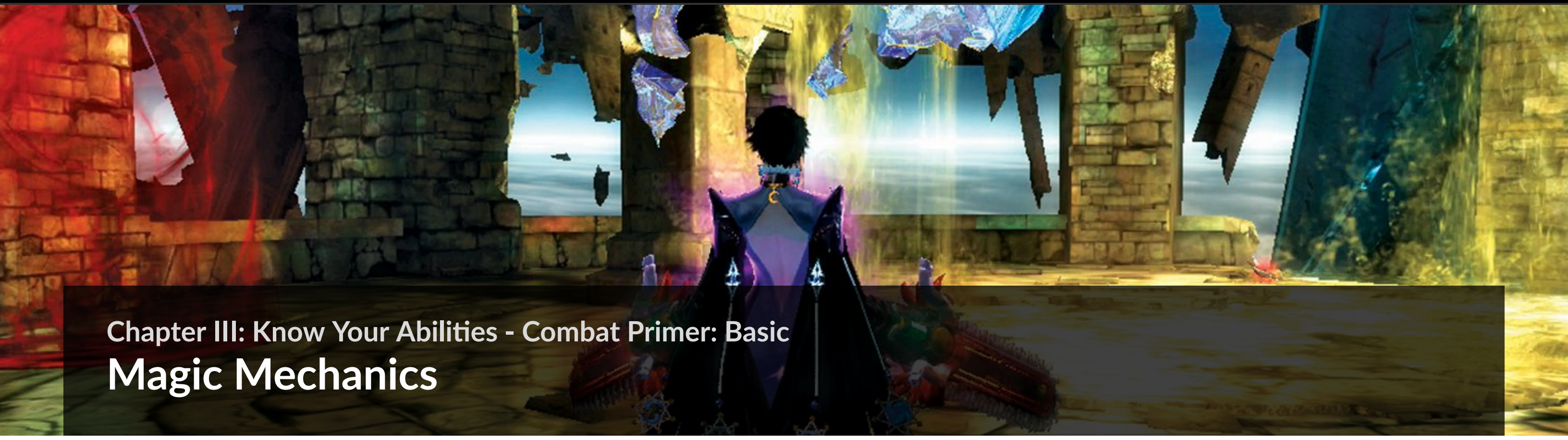
CONTINUE?

GAME OVER

If you don't have a Red Hot Shot, or you decline to use it, you'll be booted to the Continue screen. You then have the option to Continue with full vitality at the cost of a full Chapter Rank. Decline and it's Game Over. You'll have to start the Chapter again.

Note

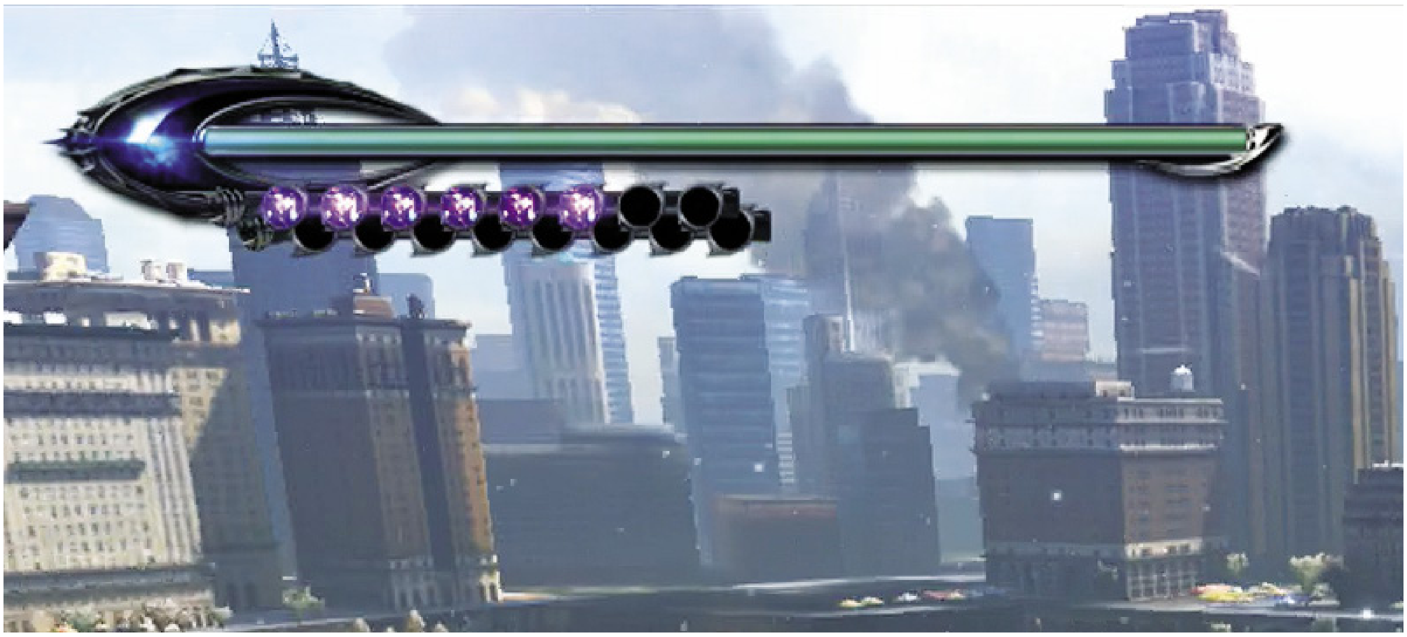
Here's the punchline: If you're an advanced player going for Pure Platinum ranks in a Verse or a Chapter, all of the above is moot, because to get Pure Platinum, *you don't ever want to get hit*. Have fun! For tips on how to not get hit (and get the Pure Platinums you crave), see the Advanced Combat chapter, especially The Quest for Pure Platinum section within.



Chapter III: Know Your Abilities - Combat Primer: Basic

Magic Mechanics

Managing Bayonetta's magic is another highly important skill in *Bayonetta 2*. Magic is the source of Bayonetta's most powerful techniques. Such techniques are the difference between being stylish and being *platinum*-stylish.



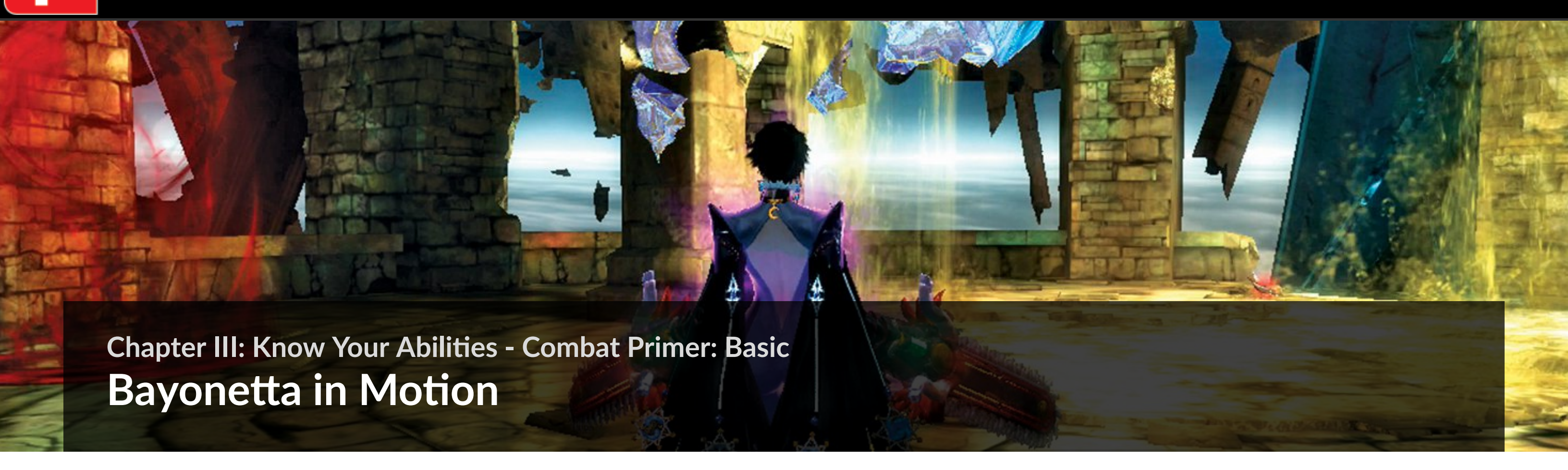
THE MAGIC GAUGE

Bayonetta starts with eight small purple magic orbs at her disposal (which amount to one large magic orb when all eight are filled.) This is enough for most accessories' abilities, one Umbran Climax, or one Torture Attack. Not too shabby, but as the game rolls on, you're going to want to do better.

By finding Broken Moon Pearls in Story chapters and buying whole Moon Pearls at The Gates of Hell, Bayonetta can increase her magic power to a maximum of 24 small magic orbs (or three large magic orbs when all are filled). If you're going for Pure Platinum runs or just want more power fast, prioritize collecting Moon Pearls first.

Tip

If you're playing on 1st Climax difficulty, you take less damage and your magic gauge gains an extra eight magic orbs. Now you can really make with the magic!



Bayonetta in Motion

The wild Bayonetta in her natural habitat is a creature of beauty and grace, destroying angels without suffering a scratch. Every battle is a practiced dance that would make ballerinas envious. Below are the components of an Umbra Witch's motion repertoire, so that you and Bayonetta may enact beautiful dances of death together.

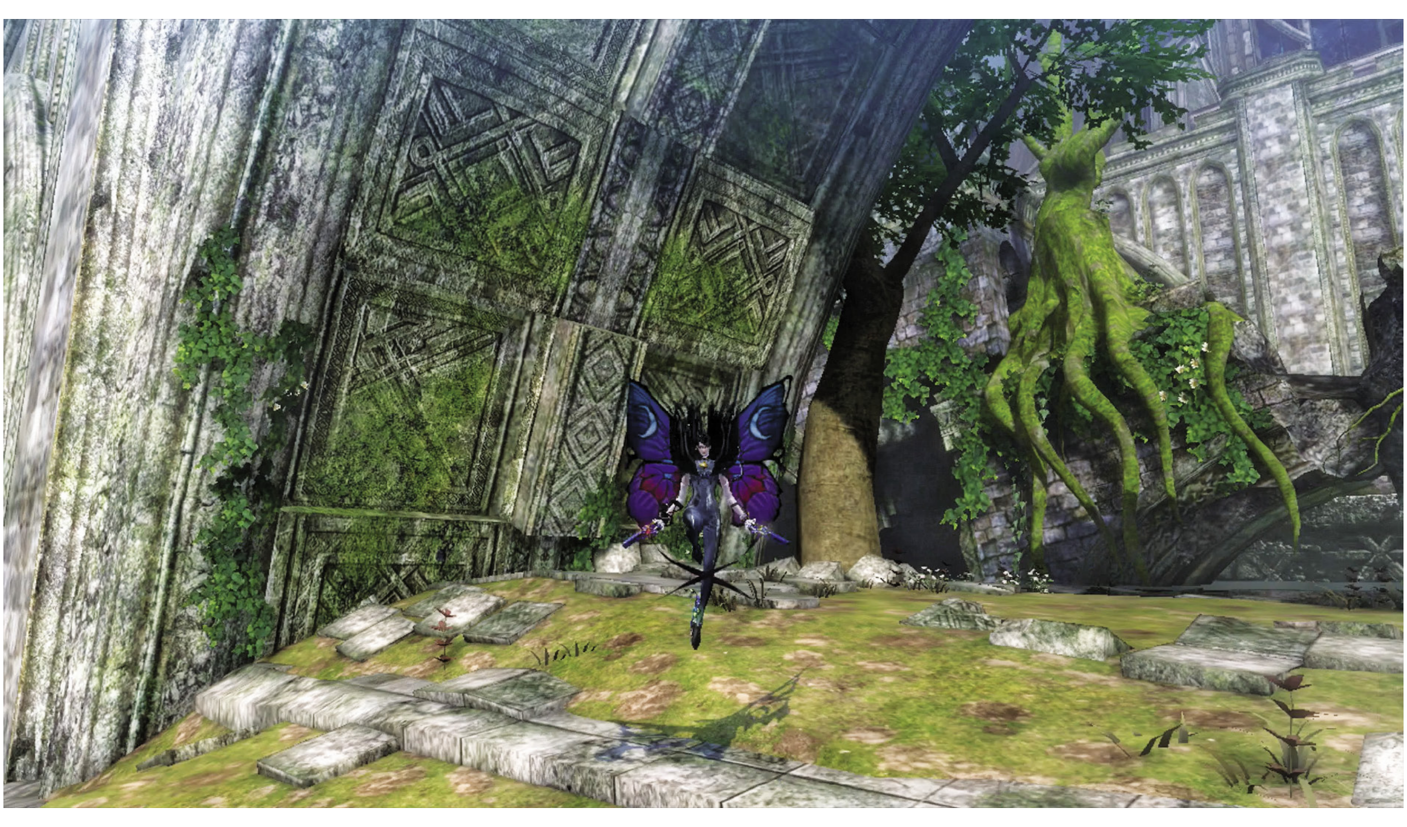
WALKING AND RUNNING

Nudge the Left Analog Stick to make Bayonetta walk, and hold it all the way to make her run. During normal play, Bayonetta will spend most of her time running along the ground and between enemies. However, if precarious platforming is afoot, or unknown terrain is coming up, you may wish to walk until you're fully aware of your surroundings.

JUMPING AND DOUBLE JUMPING

Press the Jump button to make Bayonetta jump once. Single jumping is good for when you've launched an enemy into the air and want to quickly follow up with an aerial combo. It's also good for making quick aerial maneuvers out of the reach of enemy attacks, or riding up to meet airborne enemies.

Press the Jump button twice to make Bayonetta do a double jump for maximum air. Double jumping is great for when you really need to get some room to breathe in the heat of combat, or want to prepare an assault from above. Some chargeable attacks are safest when gearing up for them at a double-jump's height as well.

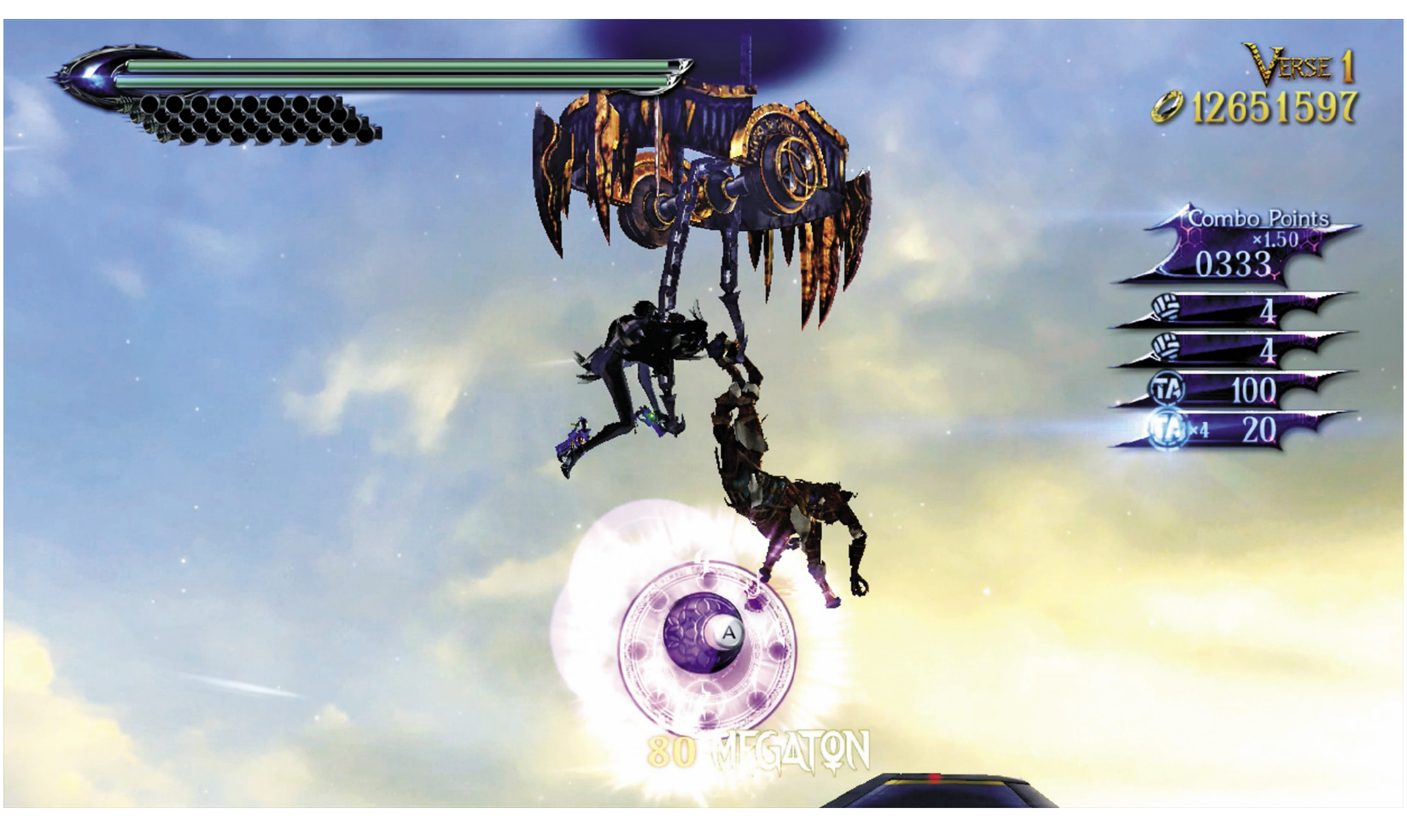


GLIDING/FLOATING

While airborne, hold the Jump button to make Bayonetta glide. Gliding is an excellent tool for platforming sequences, but also to extend your hang time between attack maneuvers.

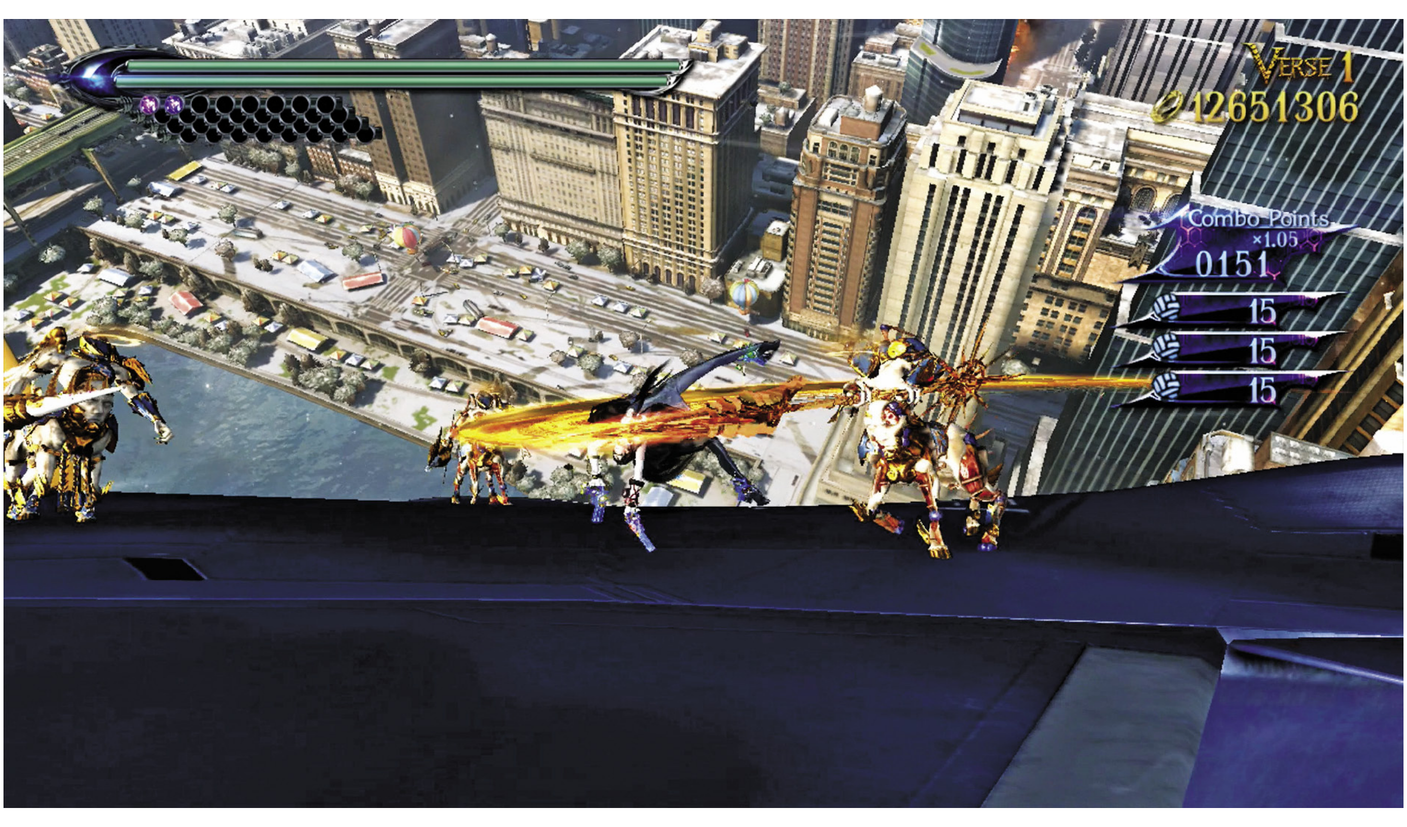
TAUNTING

Press the Taunt button to make Bayonetta taunt a single enemy. Holding the Taunt button results in a longer taunt that affects all visible enemies onscreen. Taunting enrages enemies, making them more aggressive and difficult to defeat, but it has many beneficial uses as well.



TORTURE & PUNISH ATTACKS

Many enemies can have Torture Attacks performed on them if Bayonetta has eight full magic orbs stored. If the Torture Attack prompt shows up in the screen's bottom center as you fight an enemy, press the requested buttons to have Bayonetta enter a Quick Time Event. Follow the prompts to inflict massive damage and gain added rewards!



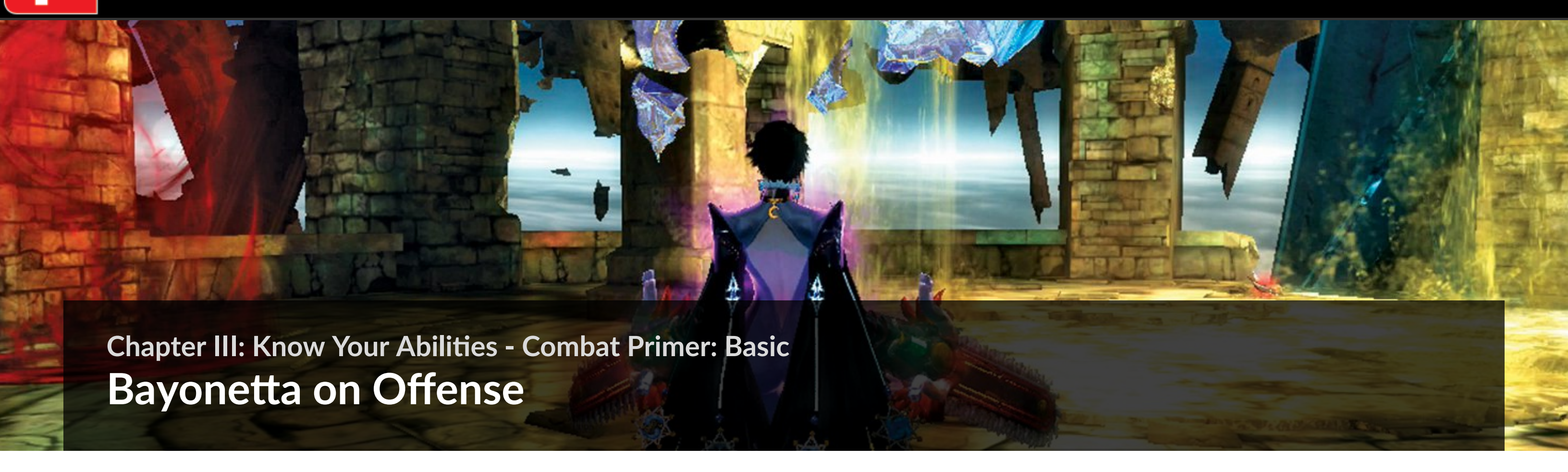
EVADE/DODGE

Dodging is the most important defensive move in Bayonetta's repertoire. Press the Evade button to perform this maneuver as enemy attacks approach, and Bayonetta will flip out of the way. Bayonetta can dodge in the air as well.

The dodge timing affects what happens next. If you dodge too early, you'll come out unscathed with no special effects. If you dodge too late, you'll get hit. However, efficient players are always aiming to attain Witch Time, which is covered next!

WITCH TIME

Witch Time is the second most important defensive ability in Bayonetta's repertoire, and it's primarily activated by dodging an attack as close to getting hit by it as possible. In Witch Time, the entire world slows around Bayonetta, letting her move and attack enemies with impunity as they are left largely helpless by their slowed state. Use this time to get really stylish!



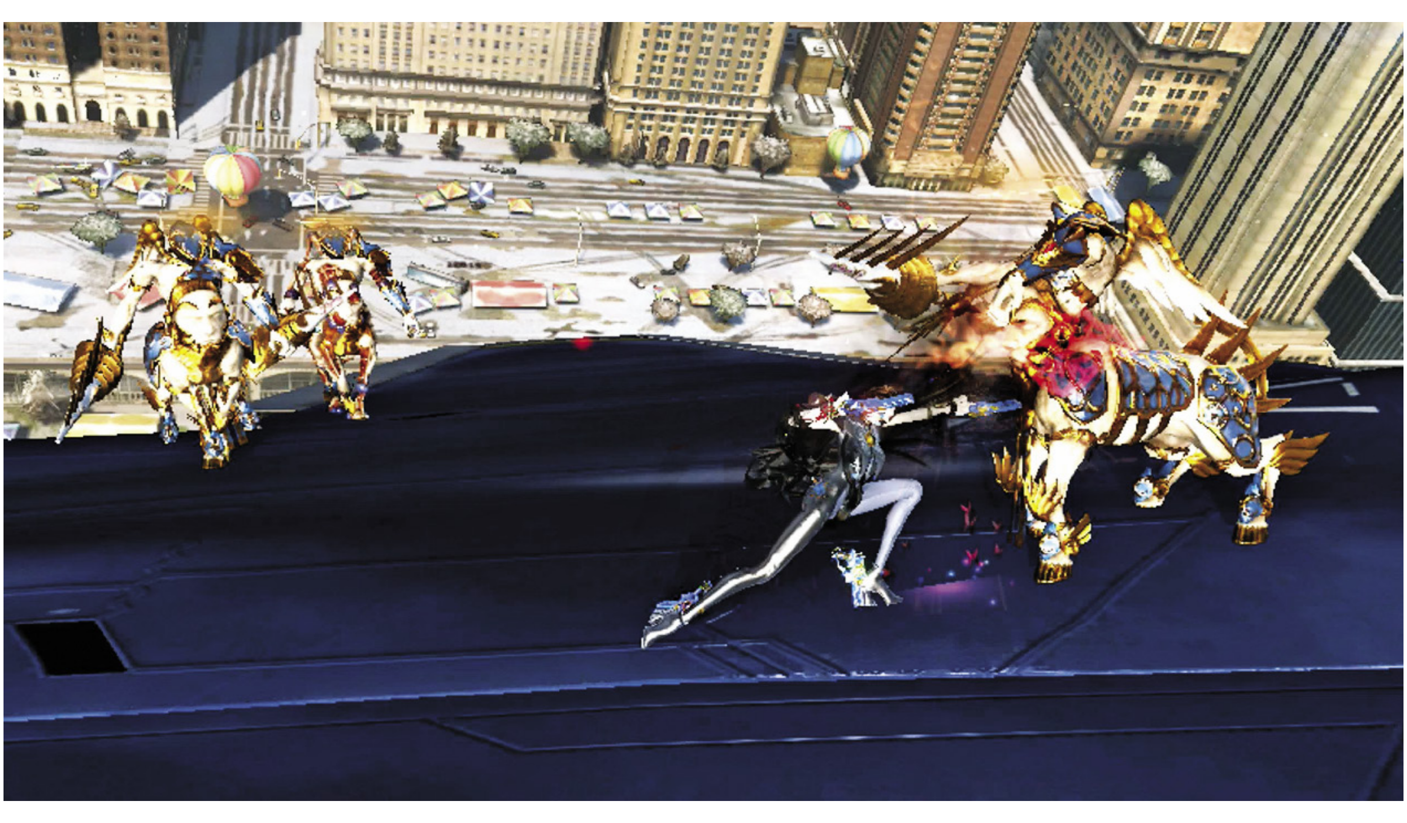
Chapter III: Know Your Abilities - Combat Primer: Basic

Bayonetta on Offense

More so than in most action games, the best defense in *Bayonetta 2* is a good offense, and offense is one thing Bayonetta gets right in spades. These are the basics of her fighting repertoire—only by combining these can you turn her into the fashionable dealer of destruction she is known to be.

GUN ATTACK

Pressing the Action button when there is nothing close by to interact with causes Bayonetta to use her gun attack, which is the quickest way for her to hit enemies for light damage from a distance. Think of it as her way of tagging enemies to keep a combo going, which is further explained in The Quest for Pure Platinum section.



PUNCHING

Pressing the Punch button causes Bayonetta to attack with whatever weapon is equipped to her arms. This attack changes depending on the weapon equipped, and holding the button can have effects all its own.

VERSE 1
12651426
Combo Points
×1.00
0040
20
20
8

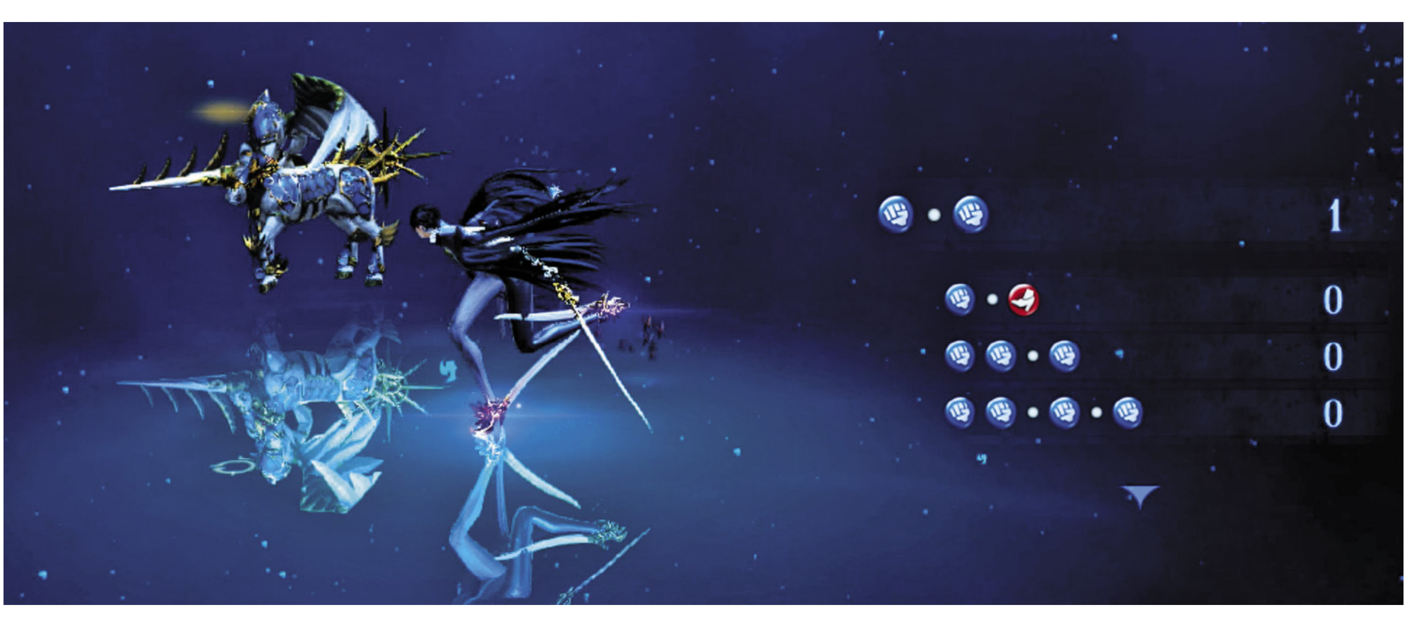
KICKING

Pressing the Kick button causes Bayonetta to attack with whatever weapon is equipped to her legs. This attack changes depending on the weapon equipped, and holding the button can have effects all its own.

VERSE 1
12652771
Combo Points
×1.05
0062
15
15

COMBO ATTACKS

Combo attacks are multiple attacks that are landed in enemies in sequence—or if you're not careful, against yourself! For a more detailed look at combos and why they're a good thing to land, check out just a little ahead in this chapter.



TIMING-SENSITIVE COMBO ATTACKS

One of the ways Bayonetta can execute so many attacks is by way of timed or delayed button presses. Instead of pressing the Punch or Kick buttons in a single rhythmic sequence, players can wait a moment between button presses to perform a completely different attack instead.

Tip

If you're executing combos on the practice screen, the delay between button presses is noted with a dot.

VERSE 1
12652010
Witch Time
Combo Points
Combo Points
0000
22
30
×6
37

WICKED/INFERNAL WEAVES

Wicked Weaves are super-powerful weapon attacks, launched at the end of most combo strings. For example, when Love Is Blue equipped on Bayonetta's hands, a PPPPP combo results in a huge summoned fist slamming into the enemy! Wicked Weaves vary between weapons, and you should strive to land these attacks on as many enemies at once as possible.

Tip

There are ways to better control when and where Bayonetta can toss out Wicked Weaves, using the cancelling system built into the game. For more details, see our Advanced Combat section.

INFERNAL DEMON SUMMONS

Infernal Demon Summons usually happen during climactic sequences after boss battles, and are usually accompanied by a Quick Time Event. If the Event succeeds, the demon utterly destroys its enemy, giving Bayonetta a Halo bonus in the bargain. Go for the flashy finish! There's one more way to summon Infernal Demons, however...

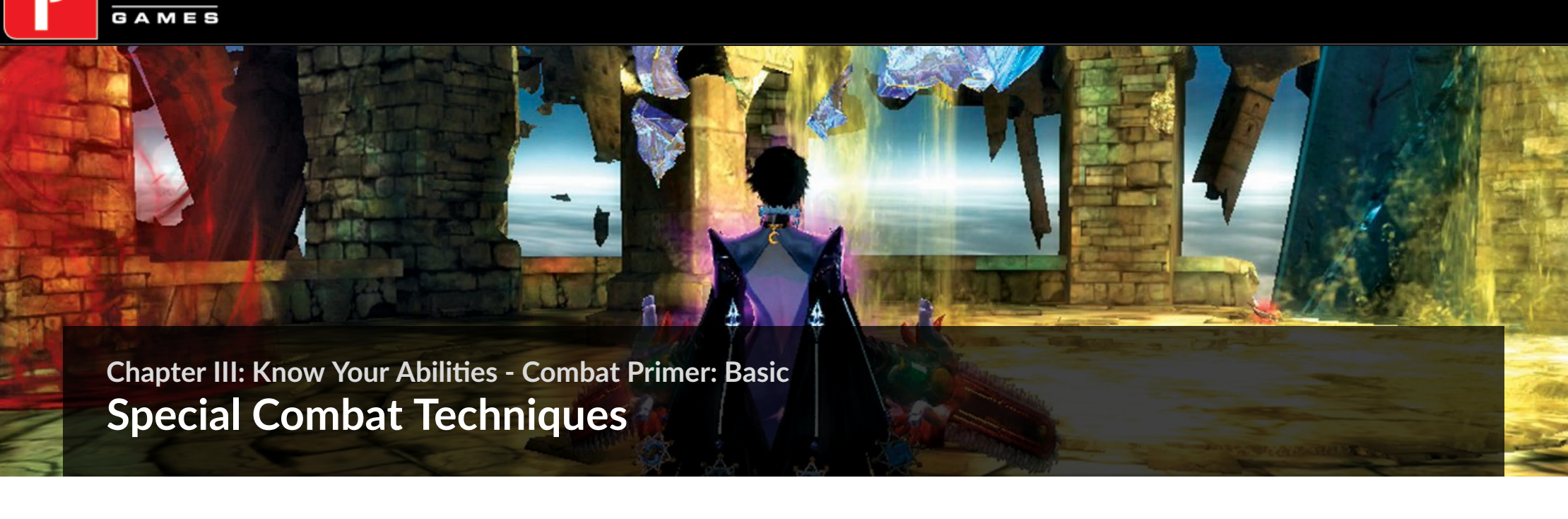
VERSE 1
12652224
Combo Points
×1.50
0406
10
10
×2
9

UMBRAN CLIMAX

When Bayonetta has at least eight full magic orbs in her magic gauge, she can unleash Umbran Climax on her foes! In Umbran Climax state, every Punch or Kick attack is the Wicked Weave version—and depending on the weapon used, most hits that would normally be Wicked Weaves will summon Infernal Demons instead!

The Umbran Climax Advantage!

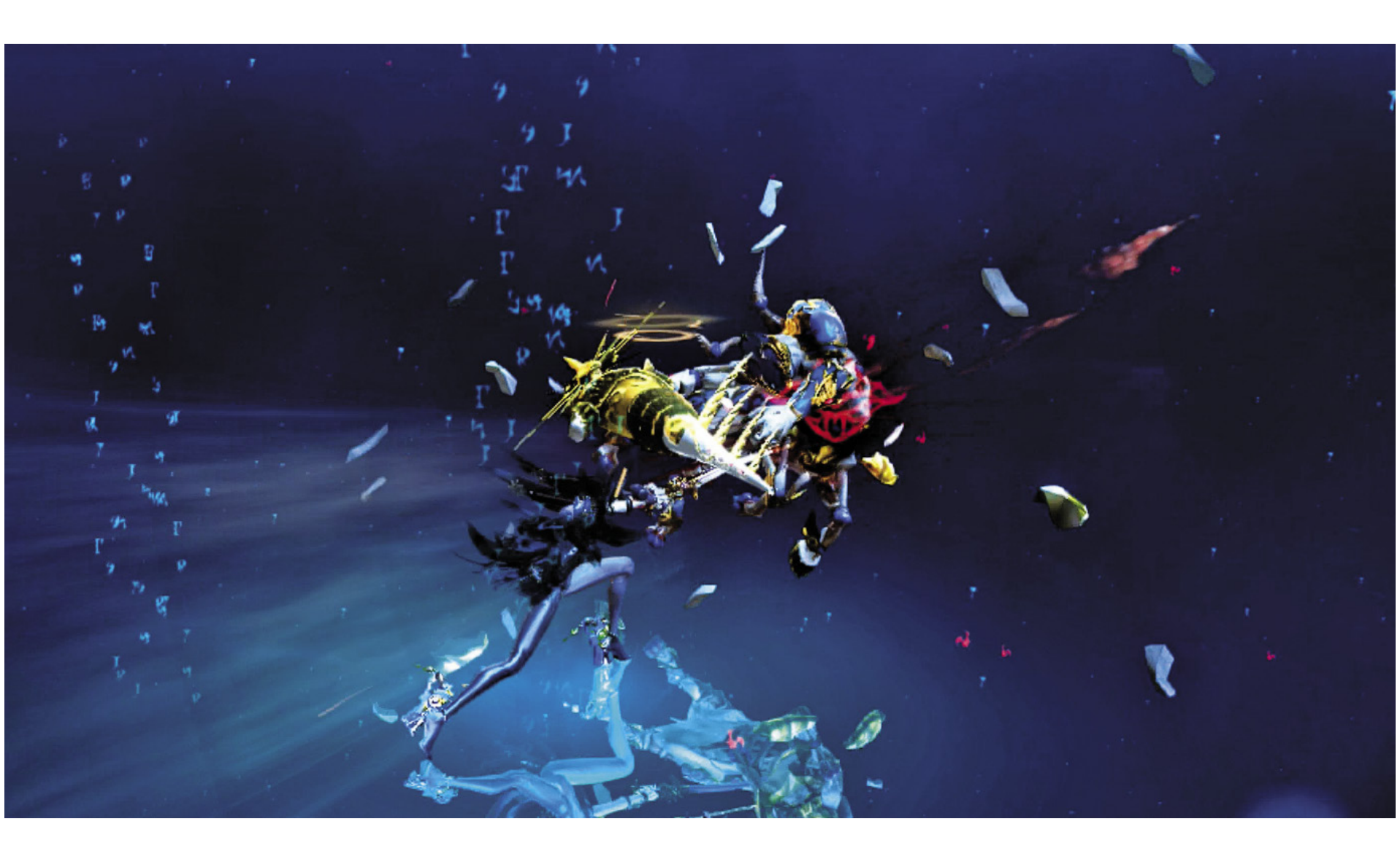
In Umbran Climax, all weapon attributes are heightened. The Takemikazuchi hits harder and will make enemies keel in an instant. The Kafka throws out nothing but large arrows. Of particular note is the Alruna, which can now topple even the largest of enemies by holding the corresponding Attack button as opposed to simply tapping it.



Chapter III: Know Your Abilities - Combat Primer: Basic

Special Combat Techniques

Just as Bayonetta has her basic offensive abilities, she also has her more complex attacks, which can really bring down the house if used in the correct situation. Nearly all of these can be purchased at The Gates of Hell over the course of the game.



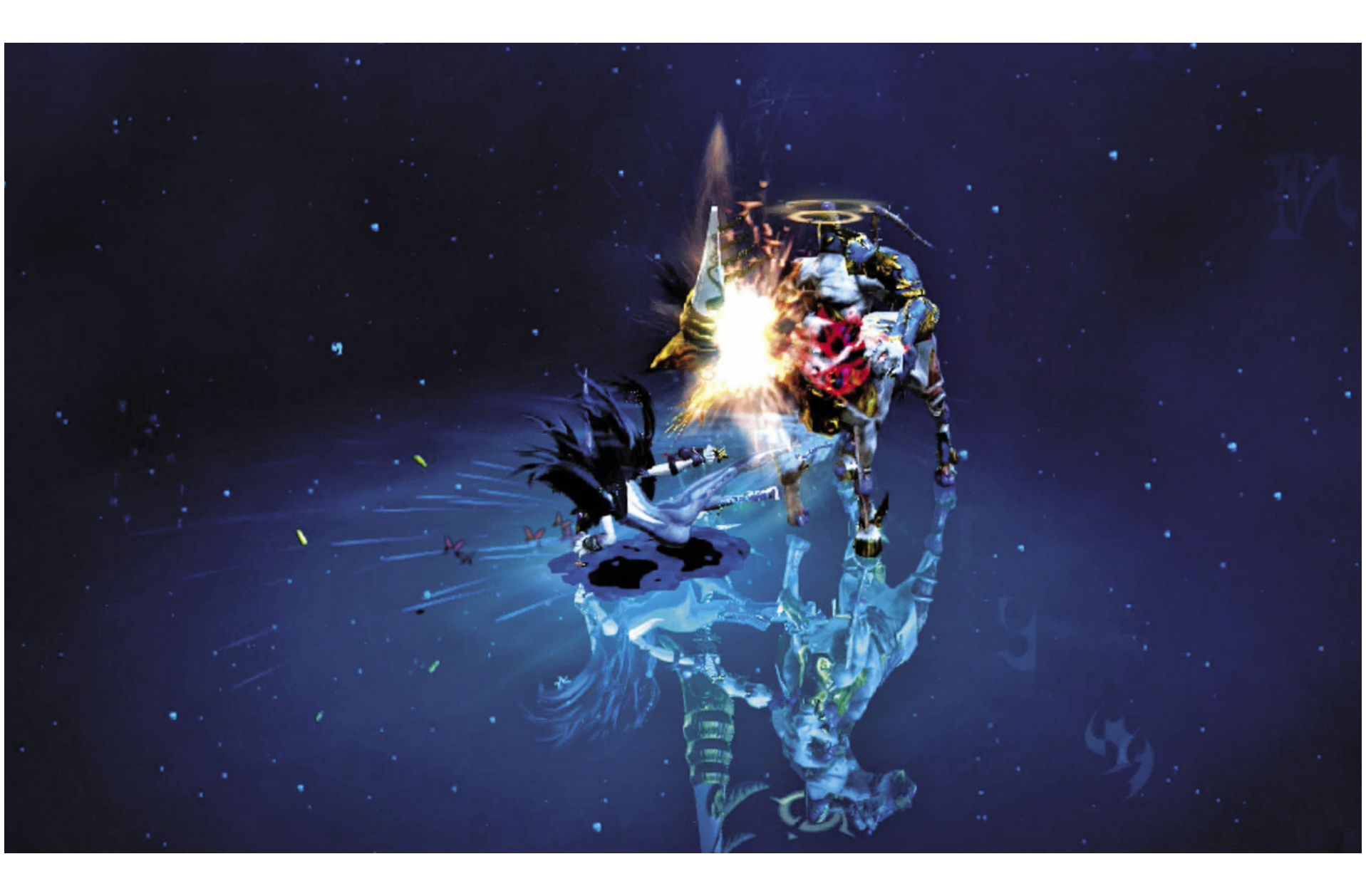
STILETTO

This technique allows you to quickly thrust forward at any enemy you have in your sights. It's great for mobility, starting a battle, or getting back in the fray so that your combo isn't broken. Stiletto can also be performed in the air.

HOW TO PERFORM:

Push the Left Analog Stick toward an enemy twice quickly + Punch, OR

Hold the Lock-On button and press toward an opponent with the Left Analog Stick + Punch.



HEEL SLIDE

This is a foot-based, ground-bound version of the Stiletto. Try equipping guns on your feet for added combo power as you perform this technique!

HOW TO PERFORM:

Push the Left Analog Stick toward an enemy twice quickly + Kick, OR

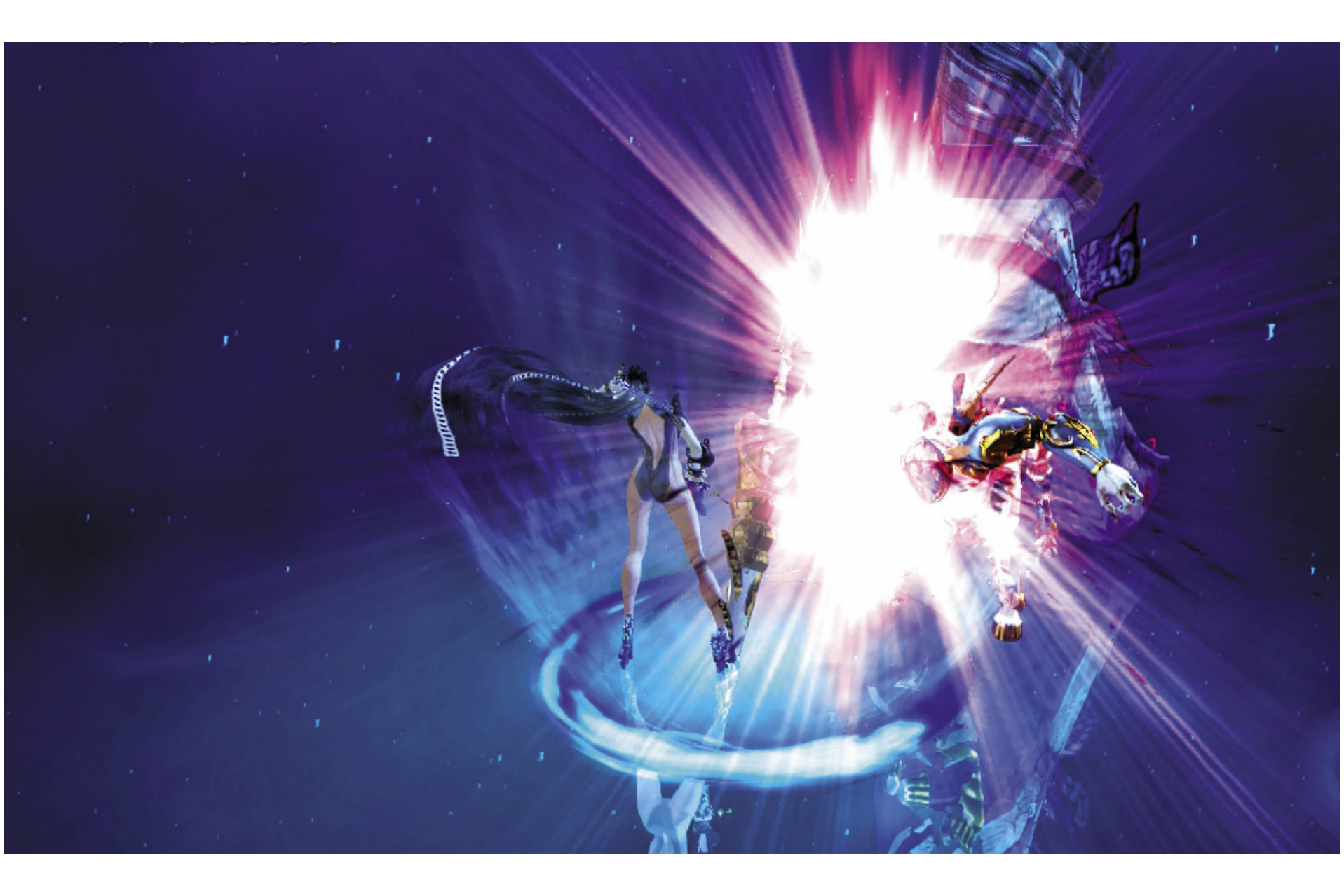
Hold the Lock-On button and press toward an opponent with the Left Analog Stick + Kick.

TETSUZANKO

This short range charging attack hits with incredible force. Think of it as a one-inch punch performed with your spine. It can also be performed in the air. If there are three or more orbs full in the magic gauge, this attack comes with a Wicked Weave punch as well.

HOW TO PERFORM:

Press the Left Analog Stick backward, then forward, then press Punch.



HEEL STOMP

The world's strongest stomp! The Heel Stomp is basically the foot-based version of the Tetsuzanko, except it counts as a downward vertical attack rather than an outward horizontal one. This can also be performed in the air, and will bring down a Wicked Weave kick if there are three or more orbs full in the magic gauge.

HOW TO PERFORM:

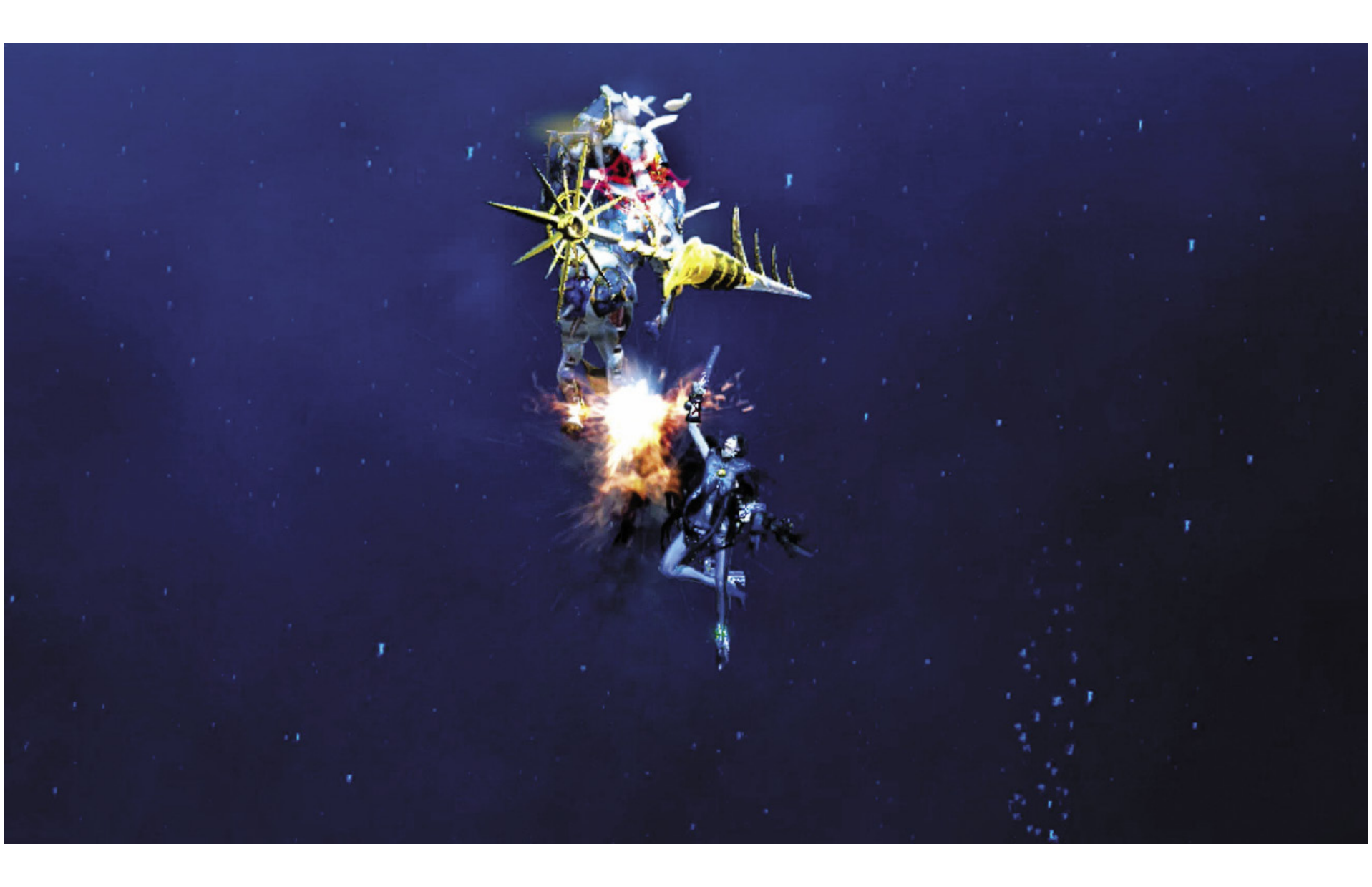
Press the Left Analog Stick backward, then forward, then press Kick.

BREAKDANCE

Bayonetta does the splits, then fires her guns. A lot. Everywhere, and in all directions. This goes on for quite a while, and while Bayonetta spins she can be maneuvered around the battlefield, tagging absolutely everyone. A great crowd-pleaser and zone-clearer. Can be performed in mid-air as well.

HOW TO PERFORM:

Hold the Evade button.

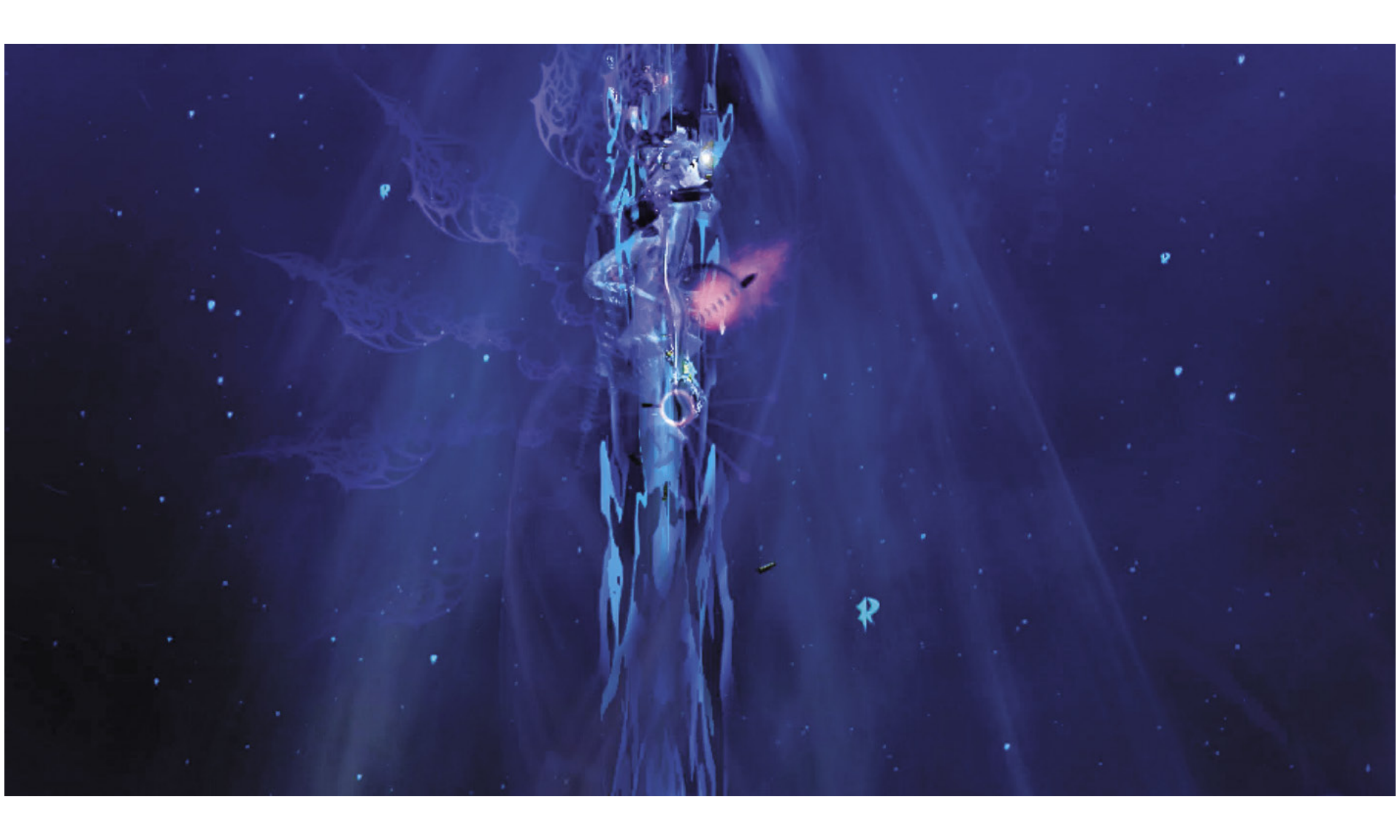


WITCH STRIKE

This is a staple technique of all video game characters who know the art of fighting in the streets! The Witch Strike is a simple but effective rising punch. Great for launching foes for air combos, it can be performed in mid-air for even more juggling potential.

HOW TO PERFORM:

Press Punch immediately after executing a jump.



WITCH TWIST

Another rising punch attack, this one is executed while firing guns. It can also be performed in mid-air.

HOW TO PERFORM:

Hold the Evade button, then quickly press and hold Punch.

AFTER BURNER KICK

This cool blue kick travels at red-hot speeds to knock enemies into the sky or out of it! It's great as a combo starter or ender, or if you just want to track the enemy so it doesn't get out of range of your assault. Can be performed in mid-air.

HOW TO PERFORM:

On ascent, press Kick immediately after executing a jump. During descent, press the Left Analog Stick in any direction + Kick.

HEEL TORNADO

Heel Tornado is a rising kick attack performed with guns blazing. It can also be performed in the air.

HOW TO PERFORM:

Hold the Evade button, then quickly press and hold Kick.

CHARGE BULLET

Allows Bayonetta to charge her standard gun attack and give off powerful charged shots amid her normal ones.

HOW TO PERFORM:

Hold the Action button until your weapon shows you're fully charged, then tap the Action button.

PANTHER WITHIN

Bayonetta changes into a panther, allowing for speedy movement on the ground. Bayonetta has this power from the start of the game.

HOW TO PERFORM:

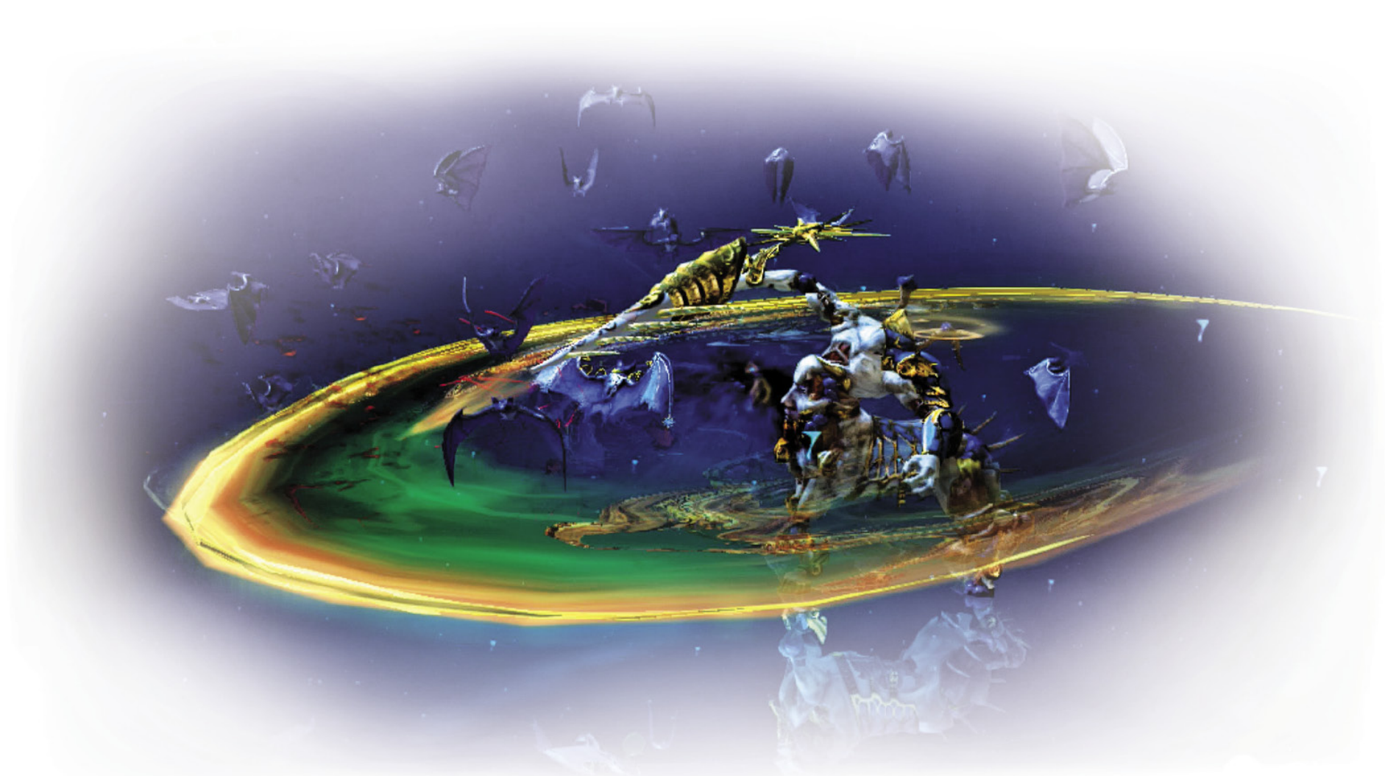
Press the Left Analog Stick and the Evade button twice quickly on land.

SNAKE WITHIN

Bayonetta changes into a snake allowing herself to swim underwater.

HOW TO PERFORM:

Press the Left Analog Stick and the Evade button twice quickly underwater. As a snake, Bayonetta can press the Jump button to dash.



BAT WITHIN

Bayonetta changes into a flock of bats, avoiding enemy attacks in the process!

HOW TO PERFORM:

Press the Evade button at the exact instant Bayonetta would have otherwise taken damage from an incoming attack.

CROW WITHIN

Bayonetta changes into a crow, allowing herself to fly through the air temporarily! While transformed Bayonetta can unleash crow feathers with the Punch and Kick buttons.

HOW TO PERFORM:

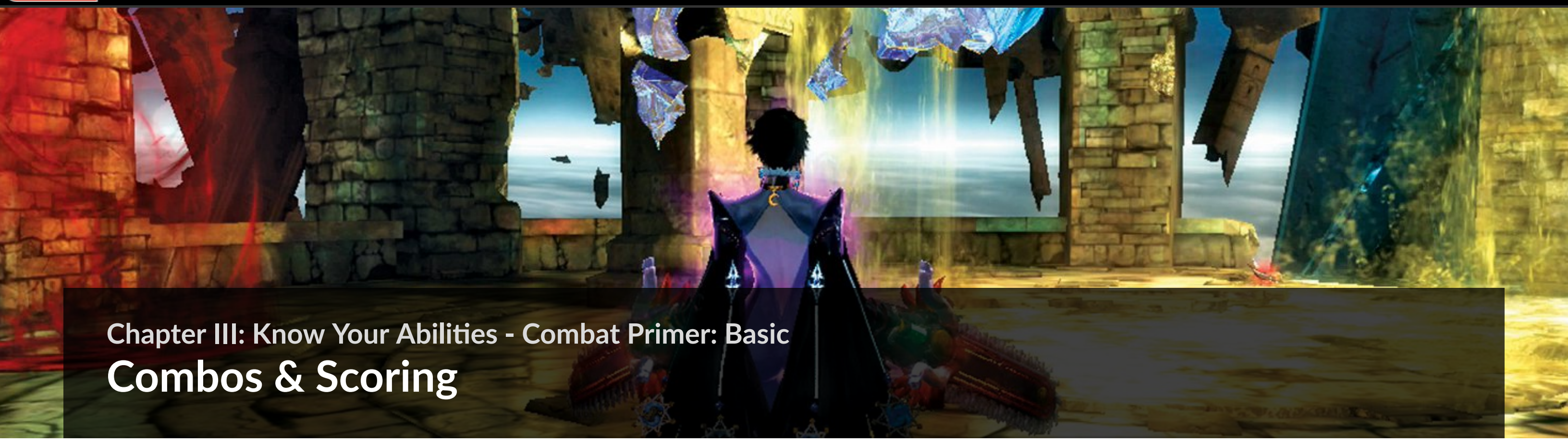
Press the Left Analog Stick and the Evade button twice quickly in mid-air.

UMBRAN SPEAR

In this fast attack, Bayonetta turns into a crow and dive-attacks an enemy. It can be performed in the air, and can be activated even when Bayonetta is in her human form.

HOW TO PERFORM:

Press the Lock-On button twice quickly.



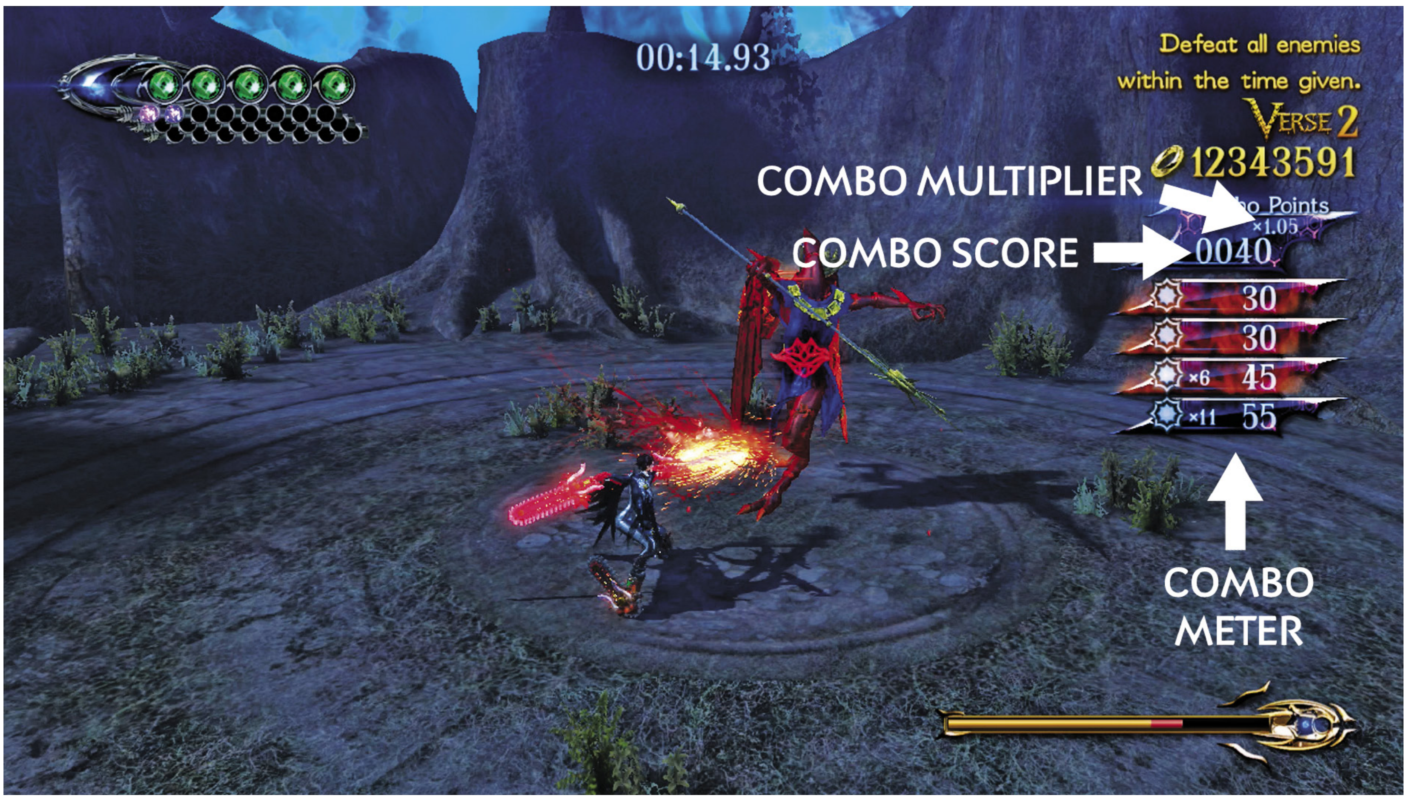
Chapter III: Know Your Abilities - Combat Primer: Basic

Combos & Scoring

We've been talking about "combos" for a while now, but just what are they?

A "combo"— or "combination attack" in this context—is a string of attacks delivered in quick succession within a certain amount of time. In this game, sometimes enemies are knocked back by combos, and at other times they simply take the hits while preparing to deal a more powerful one against you. Such outcomes depend on various factors, such as the type of enemy faced, the weapon being wielded, the difficulty the game is set to, whether the enemy has already been staggered or angered by a taunt, and so on.

Combos, however, are key to getting high scores in the *Bayonetta* series, and what lets you know how you're doing on that front at all times is the combo meter.



COMBO METER

The combo meter records and scores every hit Bayonetta deals to an enemy, great or small.

COMBO SCORE

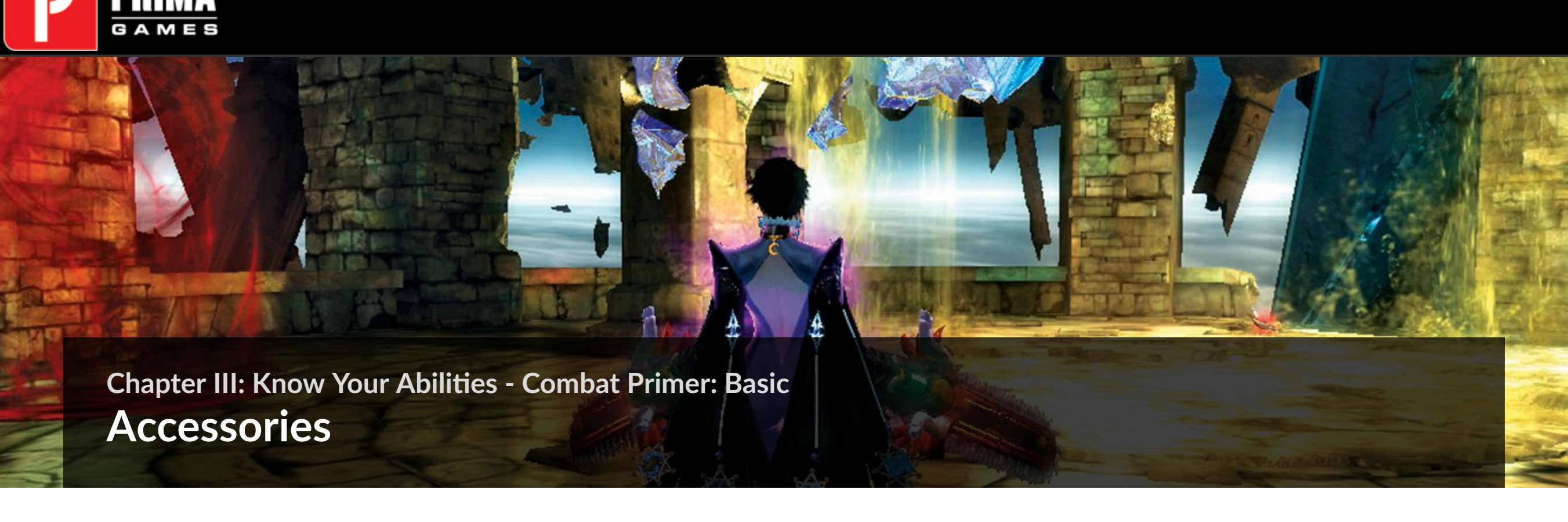
As mentioned earlier, each hit in a combo is worth a certain number of points. As you perform your combo, the points earned per hit are totaled at the top, with the multiplier just above it. This multiplier is very important.

COMBO MULTIPLIER

The combo multiplier rises as your combo lengthens, which is another important reason to keep combos going. The longer your combo, the higher the multiplier attached to your score, meaning the higher your score when the combo ends. The multiplier maxes out at x9.99, and you should try to keep the combo going with the multiplier at that value, or as close to that value, as you possibly can for best results.

ANGERED ENEMIES

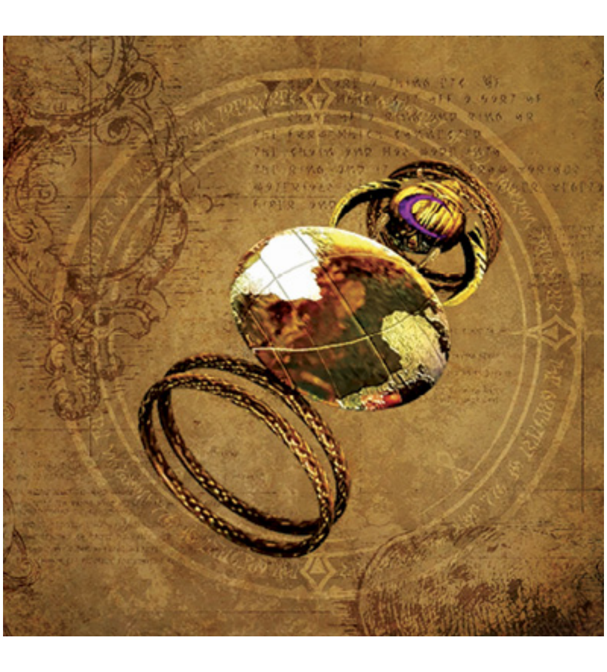
By taunting enemies (or wearing the Gaze of Despair accessory, purchasable from The Gates of Hell) you can turn their aggressiveness up to 11. However, in an angered state, enemies are worth more points per hit while requiring more hits to defeat! Your score will skyrocket if you're skilled enough to survive the assault!



Chapter III: Know Your Abilities - Combat Primer: Basic

Accessories

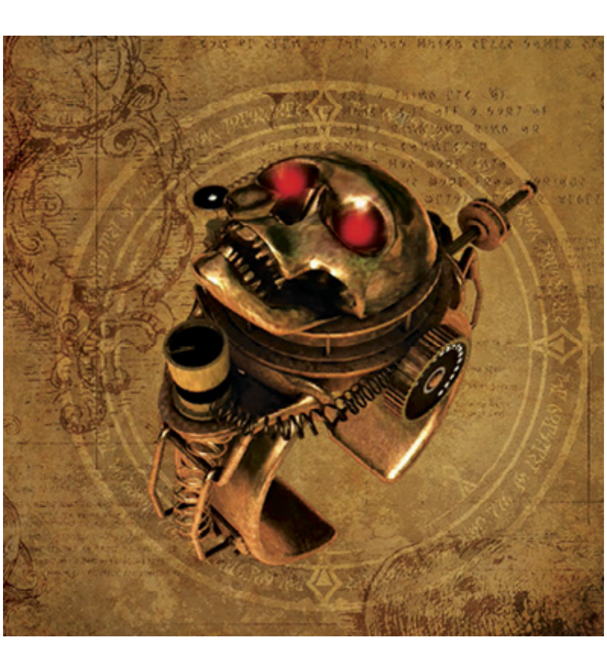
Accessories heighten Bayonetta's offensive and defensive abilities, extending her combat possibilities. All of the following can be bought at The Gates of Hell.



SELENE'S LIGHT

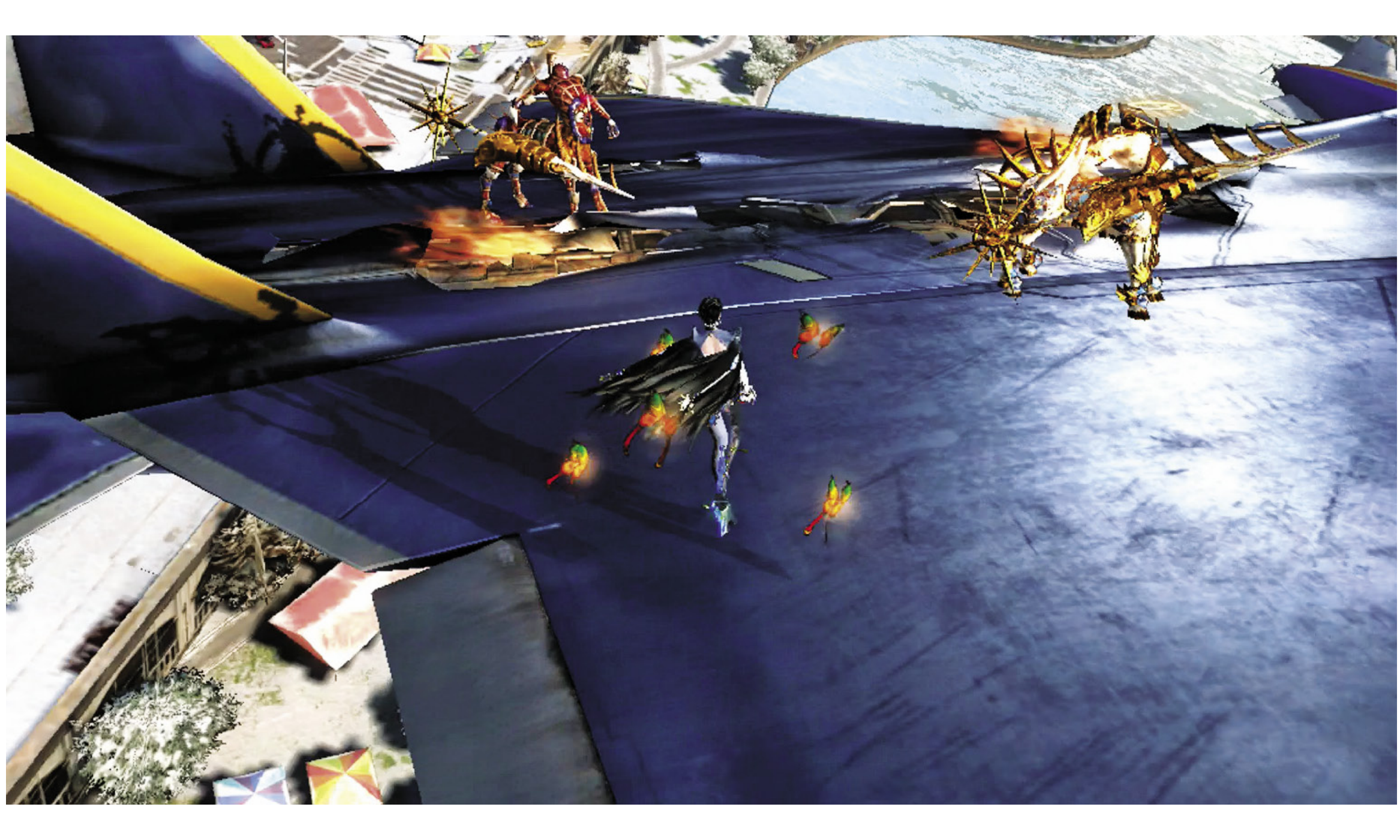
When this is equipped, Witch Time is instantly triggered when Bayonetta is hit if she has at least one full orb in her magic gauge. Depending on your dodging prowess and the difficulty of the enemies you're facing, this has the potential to keep your gauge constantly drained, so be careful!

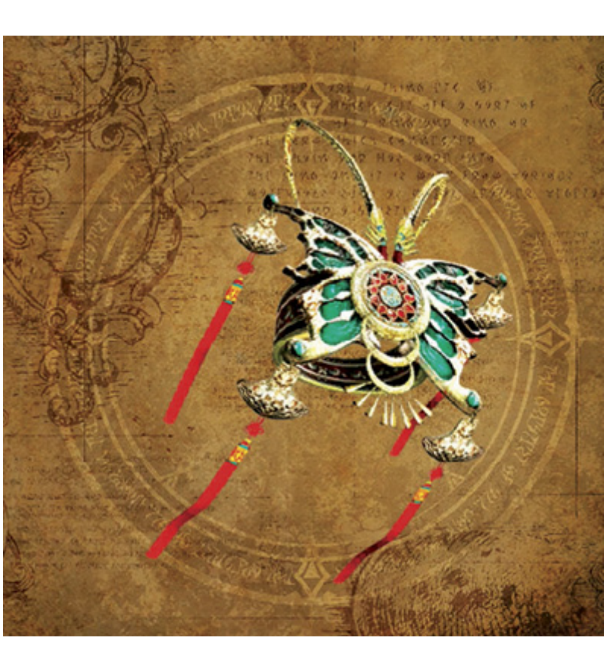
Combo P
×1.
0149
15
15
×8 48
×10 30
X
A



INFERNAL COMMUNICATOR

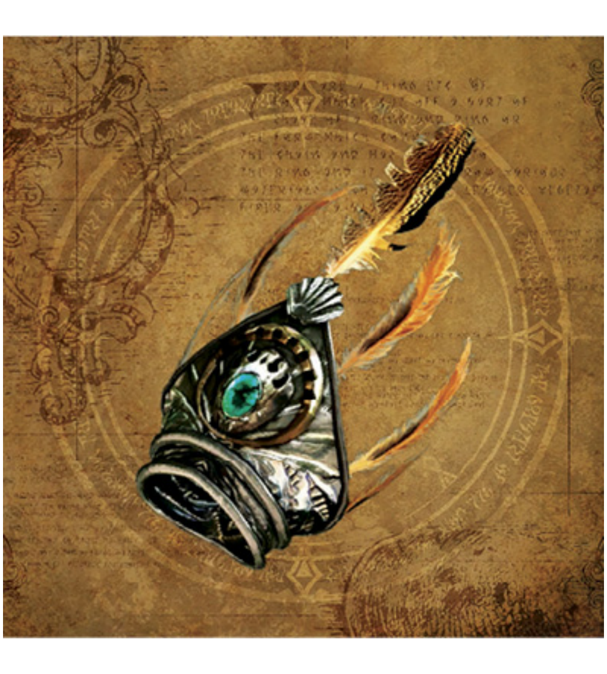
The Infernal Communicator calls upon the band of "Little Devils" to attack any enemy Bayonetta attacks. Use this accessory when you need a slight boost to your offensive abilities.





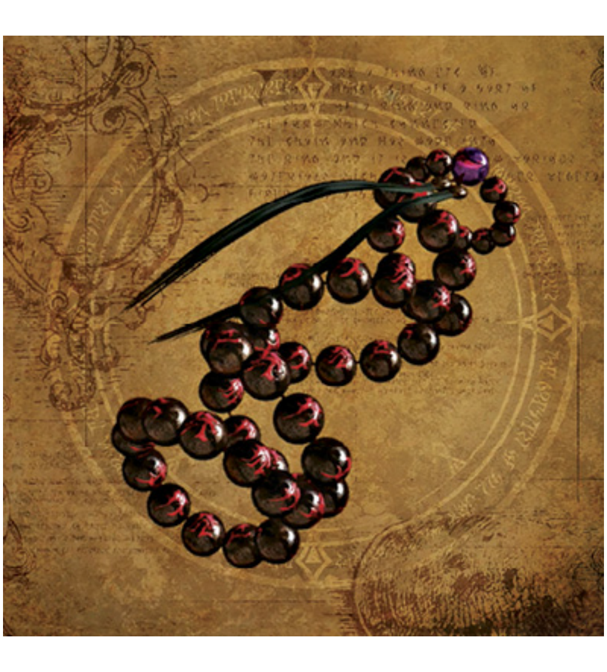
PULLEY'S BUTTERFLY

One of the best defensive accessories, Pulley's Butterfly calls forth a shield of butterflies to hover around Bayonetta, absorbing one or more hits depending on the strength of attacks absorbed. This makes a great accessory for those seeking Pure Platinum ranks.



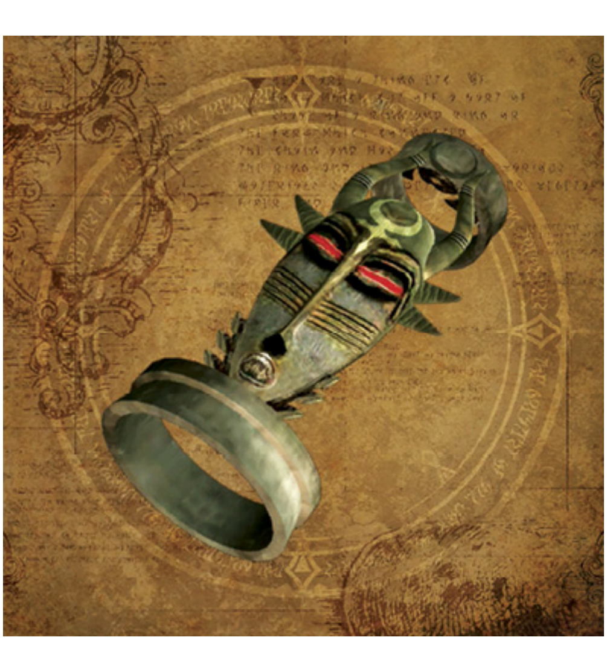
STAR OF DINÉTA

With the Star equipped, Bayonetta regains a tiny bit of vitality by taunting enemies. It may not seem like much, but sometimes it's the difference between life and death!



EVIL HARVEST ROSARY

When the Rosary is equipped, Witch Time is disabled. Instead, an explosion occurs every time Bayonetta dodges an attack. The closer she is to being hit when she dodges, the bigger the explosion. Purchase Bat Within to maximize this accessory's potential!

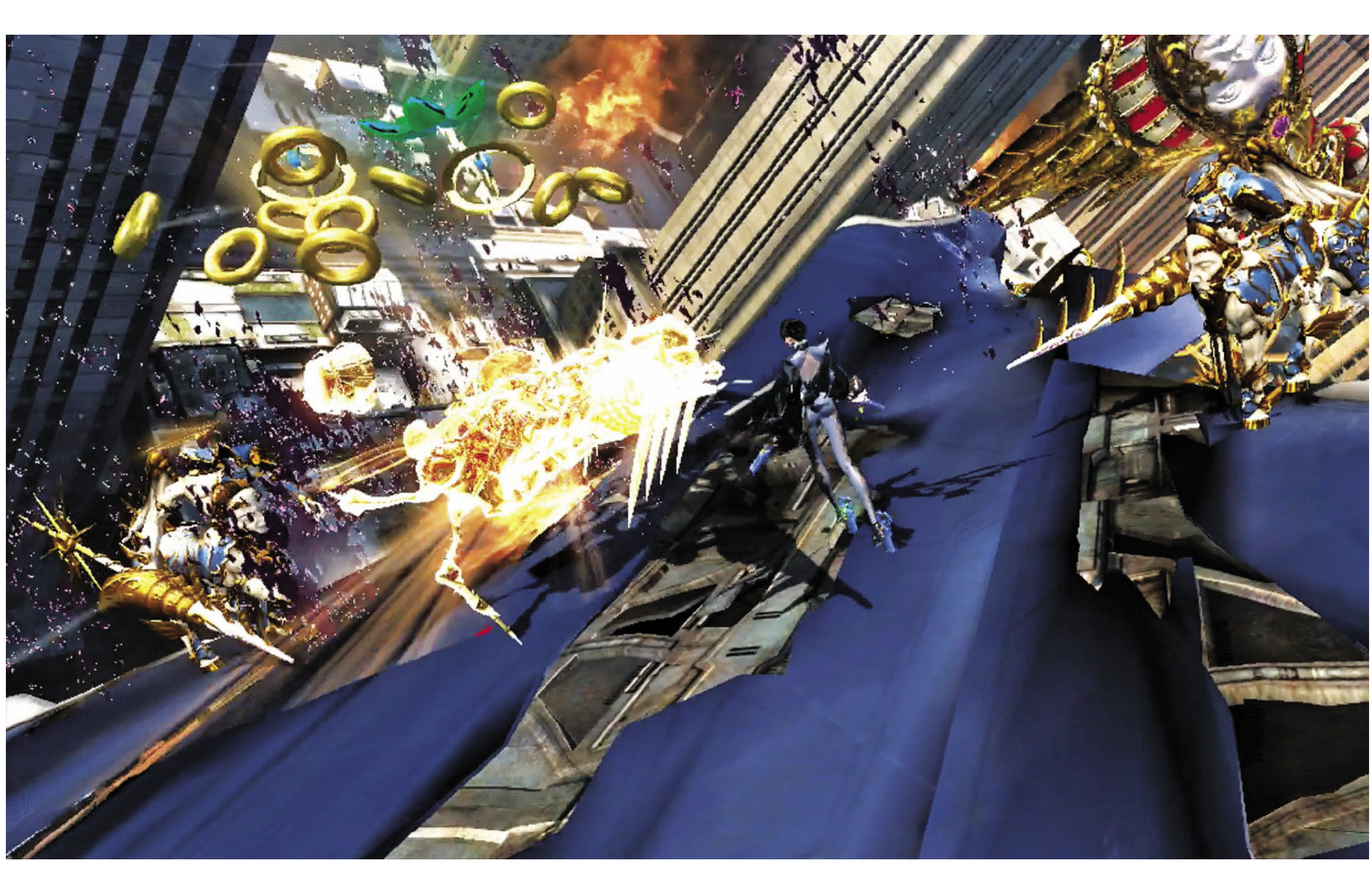


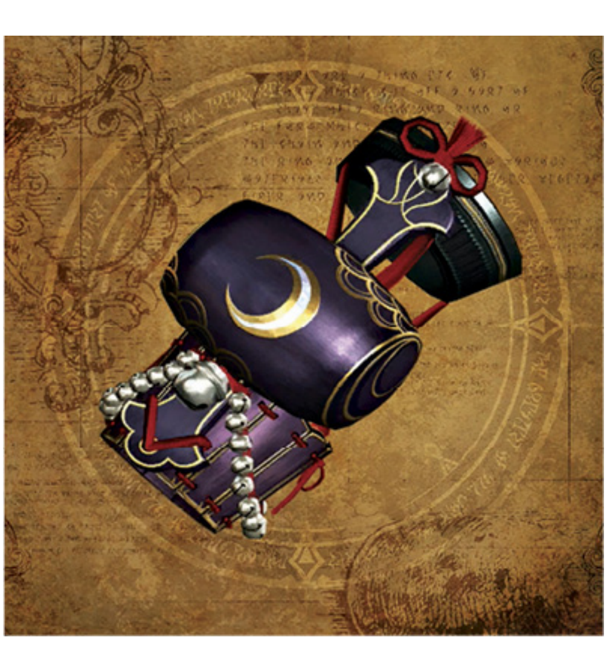
GAZE OF DESPAIR

When equipped, the Gaze of Despair angers all enemies Bayonetta faces. This can do wonders for your score, but can also rocket the difficulty to insane heights!

Tip

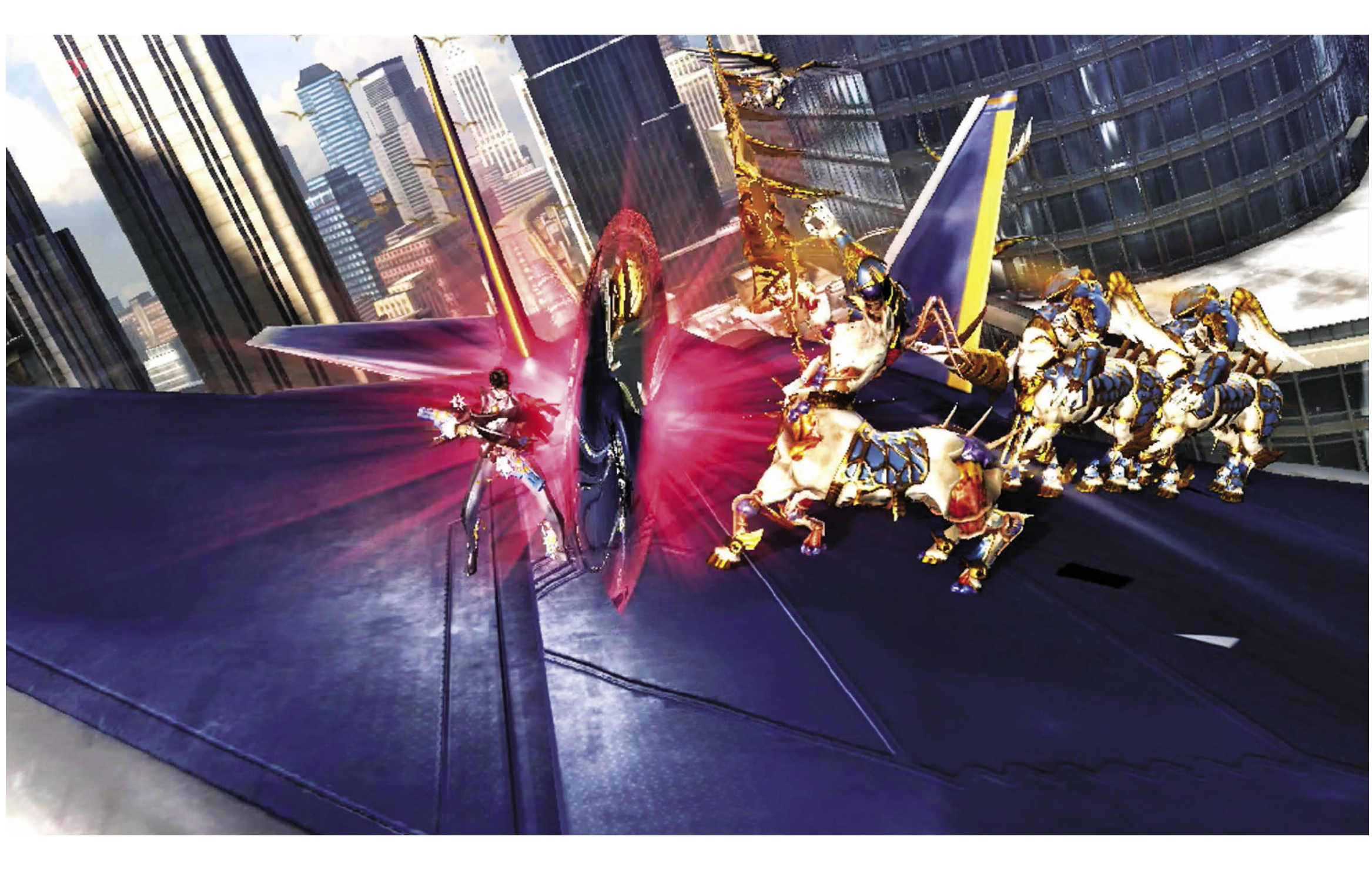
There are other Accessories not listed here with hidden powers! Visit the Secrets & Extras section learn what they are, what they do, and how to unlock them.

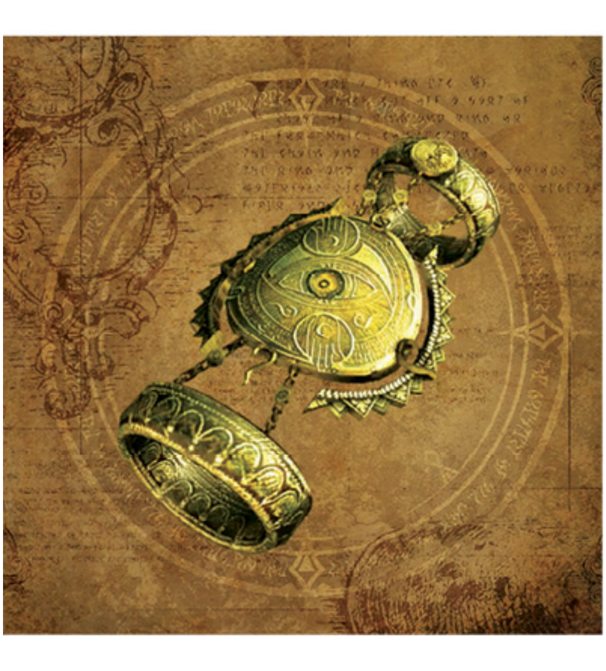




MALLET OF REWARDS

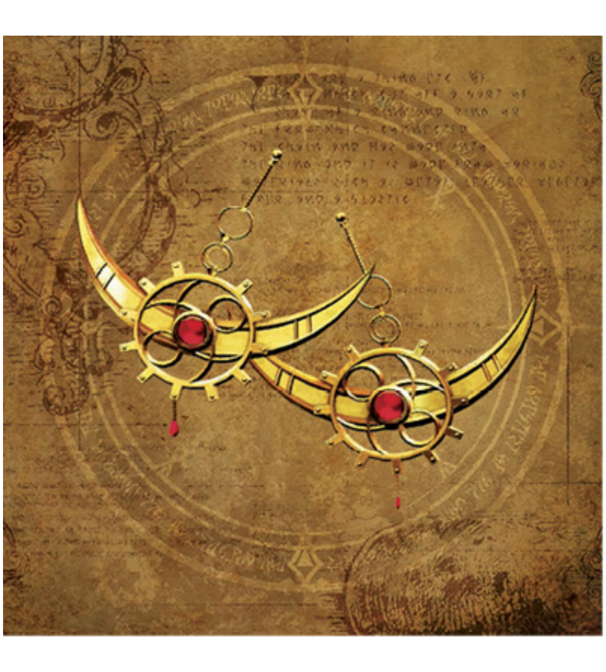
When Bayonetta has the Mallet of Rewards equipped, enemies drop greater rewards when Torture Attacks are performed on them. It's great if you find yourself in need of Purple Butterflies and Green Laurels, or just more money.





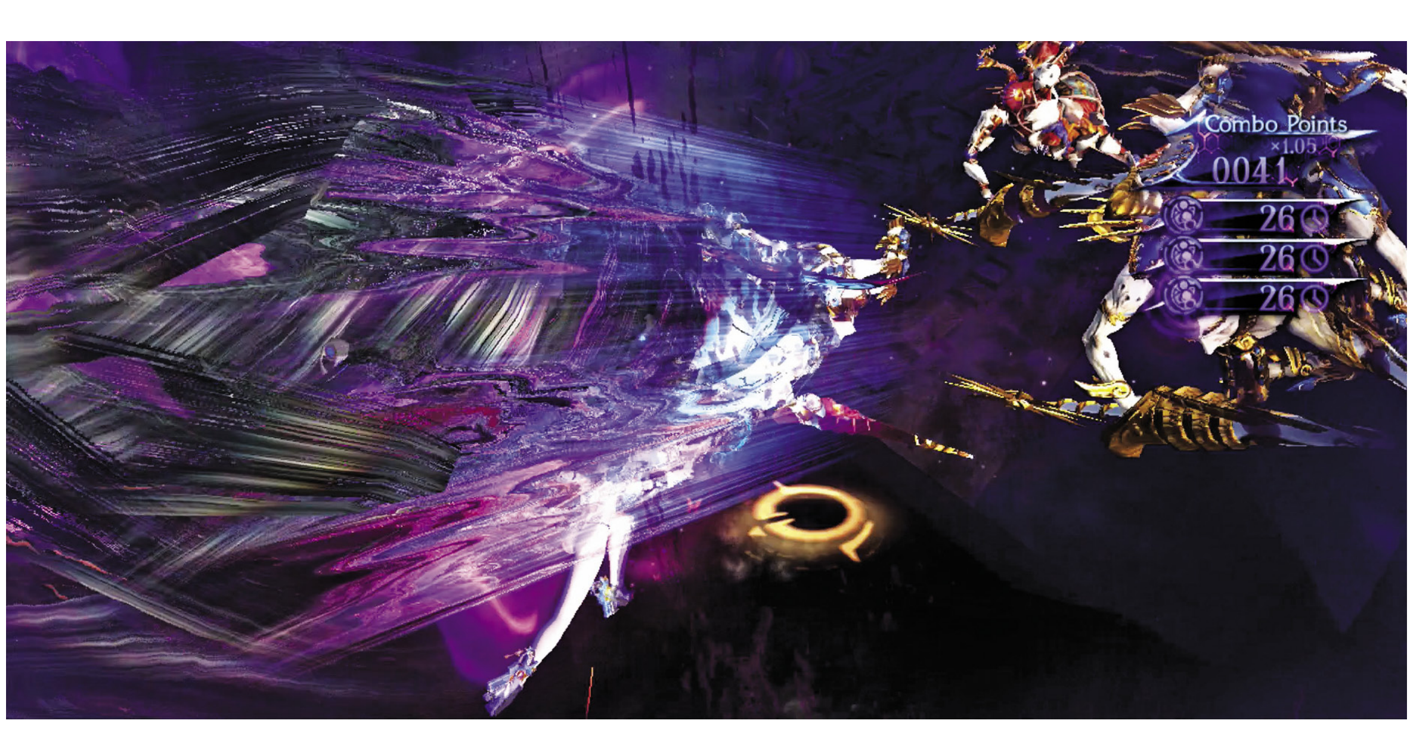
MOON OF MAHAA-KALAA

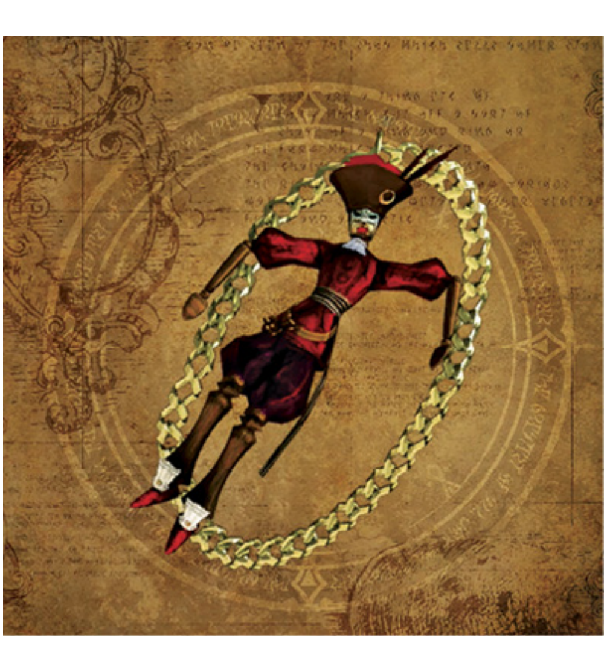
Another of *Bayonetta 2*'s best defensive accessories, this will parry any attack coming toward Bayonetta if the Left Analog Stick is pushed in the opposite direction of the attack when she is about to be hit. Why use this instead of dodging? The risk matches the reward—any attack parried using the Moon causes the enemy that launched it to recoil, giving Bayonetta the advantage she needs to hit back!



EARRINGS OF RUIN

Unlocked after beating Chapter XIV, the Earrings of Ruin exchange Umbran Climax for Umbran Armor when equipped, giving Bayonetta an honest-to-Jubileus battle robot!



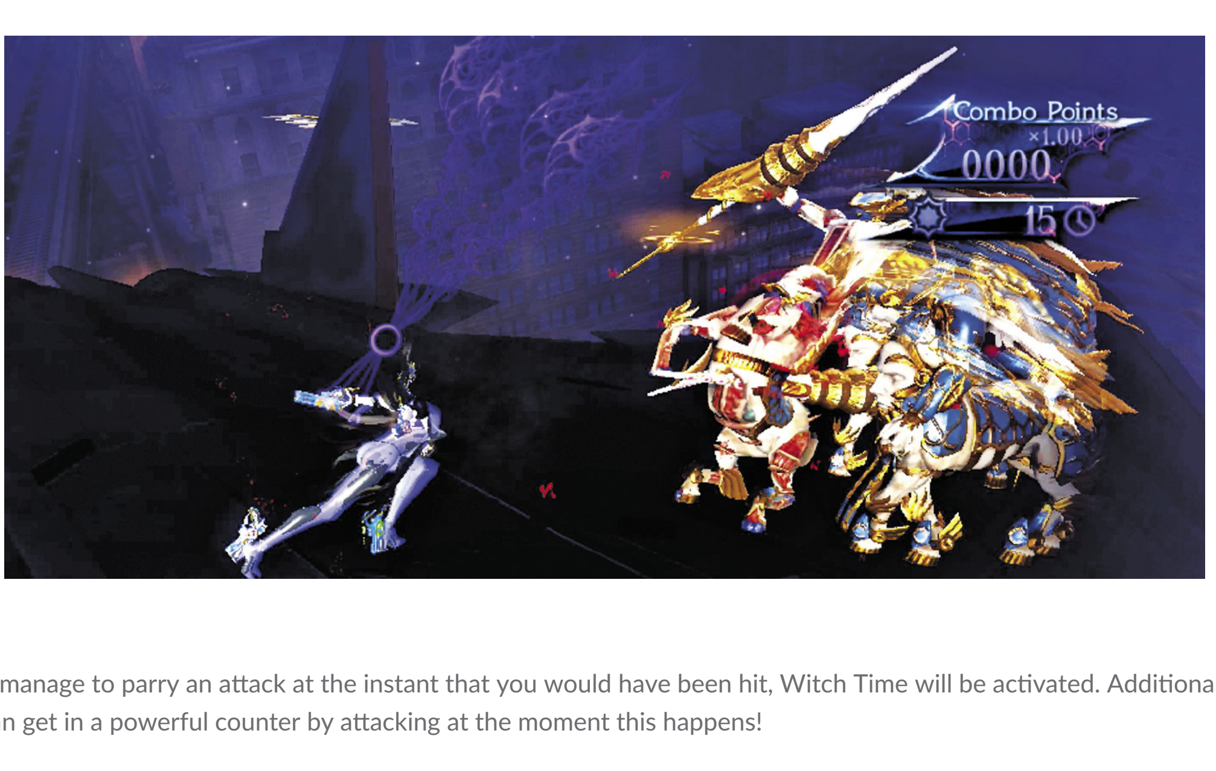


IMMORTAL MARIONETTE

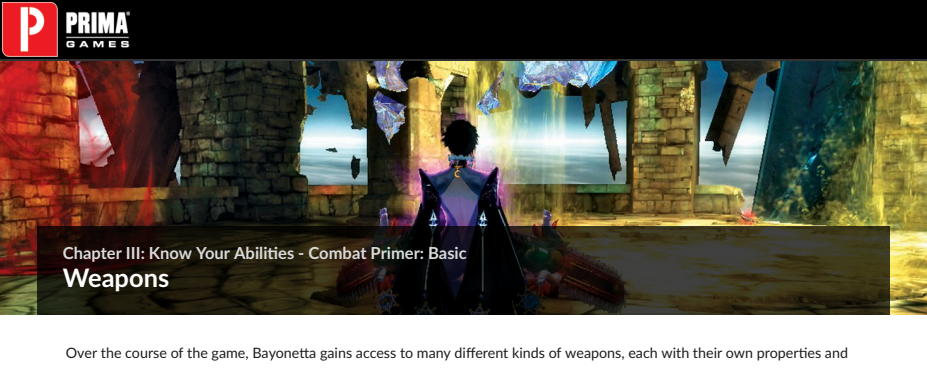
With this accessory equipped, Bayonetta pulls off stylish combos automatically with the single touch of an Attack button. In addition, dodges occur automatically! However, if you use this accessory on 2nd Climax difficulty or above, all points gained in battle are halved.

The Immortal Marionette occupies a separate slot from all other accessories. Therefore you can use it in conjunction with two other accessories. The Marionette is unlocked by playing and/or beating 1st Climax difficulty.

Perfect Parrying



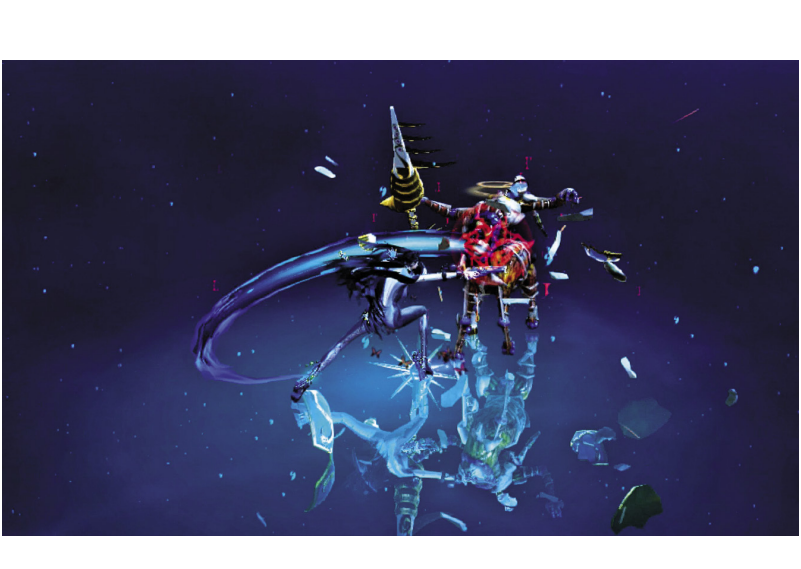
If you manage to parry an attack at the instant that you would have been hit, Witch Time will be activated. Additionally, you can get in a powerful counter by attacking at the moment this happens!

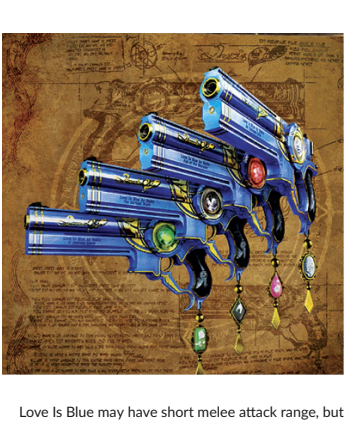


Chapter III: Know Your Abilities - Combat Primer: Basic

Weapons

Over the course of the game, Bayonetta gains access to many different kinds of weapons, each with their own properties and suited to their own situations. Learn about them below.



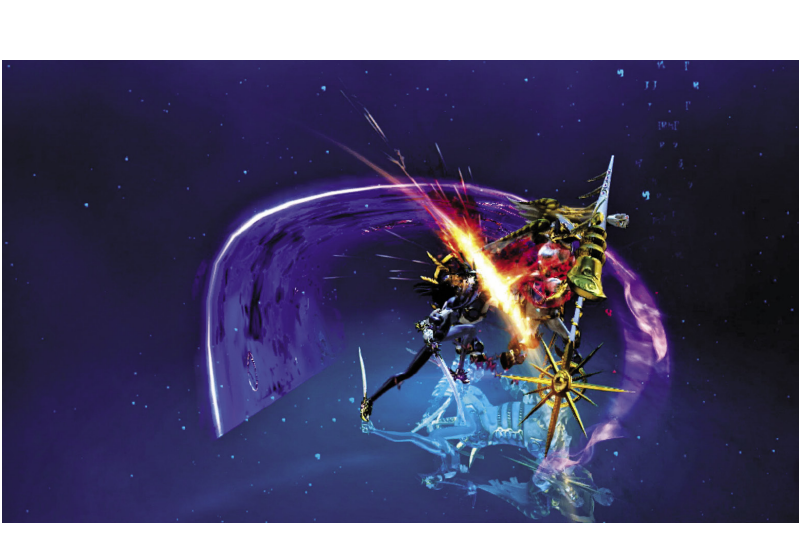


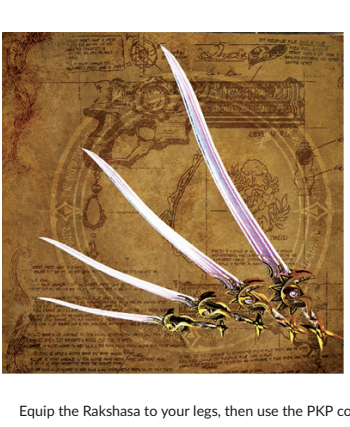
LOVE IS BLUE

Bayonetta's default gun weapons, which allow her to fire magic-powered bullets at all enemies on the screen and launch enormous Wicked Weave fists and heels. Featuring moderate damage and moderate speed, these are a good all-around combat tool. These weapons can be equipped on your legs as well. Love is Blue is given to you automatically during the Prologue.

Love Is Blue may have short melee attack range, but by holding P during every Punch attack launched, you can engage in gunplay that aims for many enemies at once.

During Umbran Climax, the PPPPP combo results in massive rapid-fire Wicked Weave fists that decimate whatever they touch.

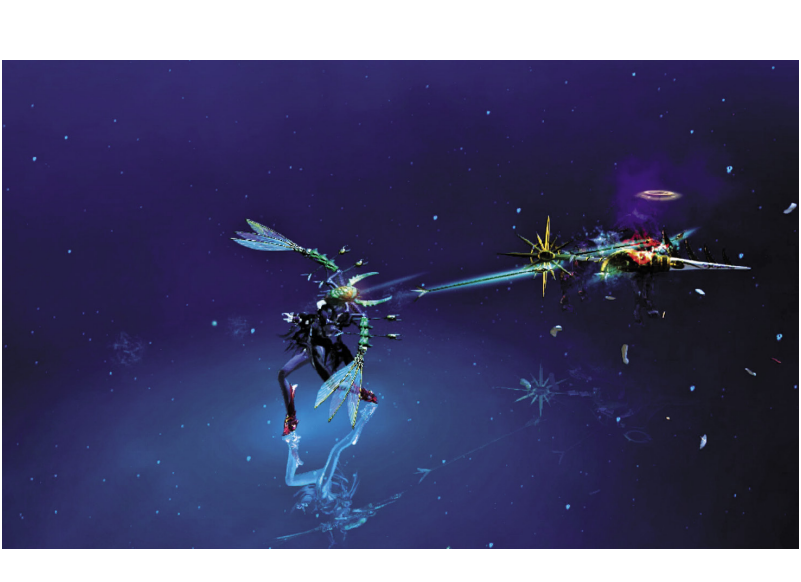


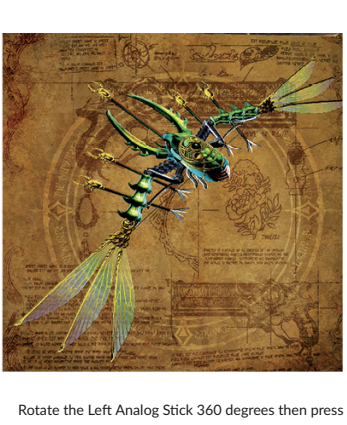


RAKSHASA

These twin katana blades bear the honor of being the fastest melee weapons in the game at the cost of power. Slash away with the Attack buttons for a high combo count, or hold P to charge up for a powerful strike! This weapon can be equipped on your legs after buying the production version at The Gates of Hell. Find the LP yielding Rakshasa during Chapter I.

Equip the Rakshasa to your legs, then use the PKP combo string to fast-track to a Wicked Weave for any weapon equipped to your arms.

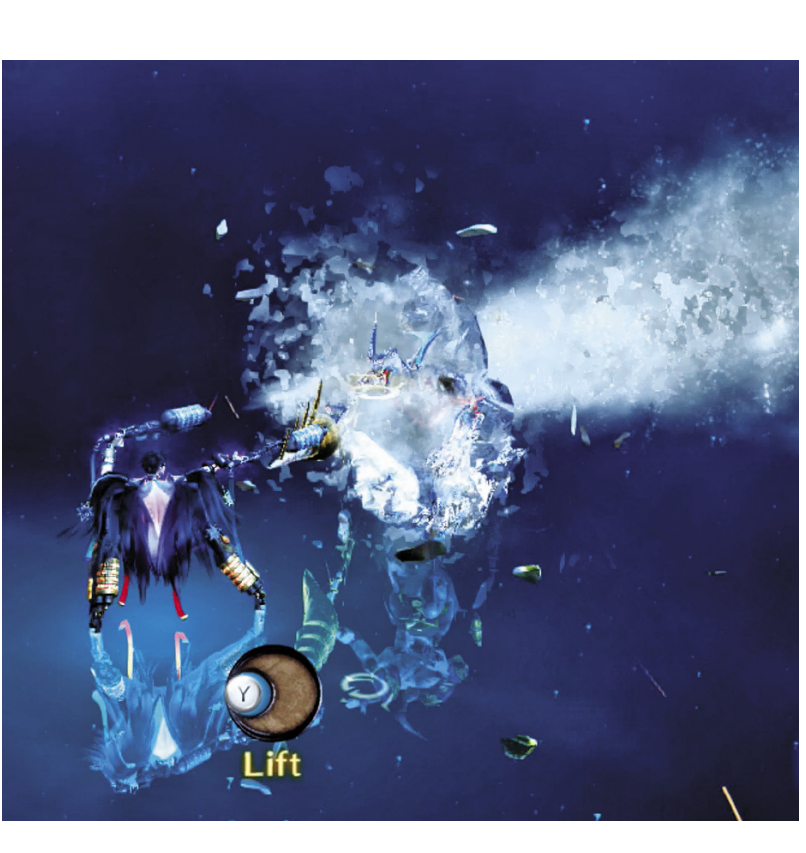


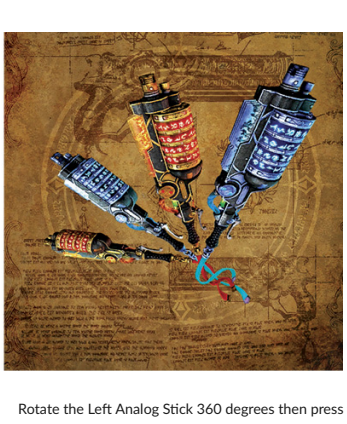


KAFKA

Unassuming but ultra-deadly when used correctly, the Kafka bow fires poisonous arrows that can really cut enemies down to size, especially when combined with harder-hitting weapons. When an enemy is hit, they turn a sickly color to let players know that the poison is taking effect.Find the LP yielding Kafka during Chapter II.

Rotate the Left Analog Stick 360 degrees then press P to fire arrows everywhere. This is an especially useful tactic in the air.

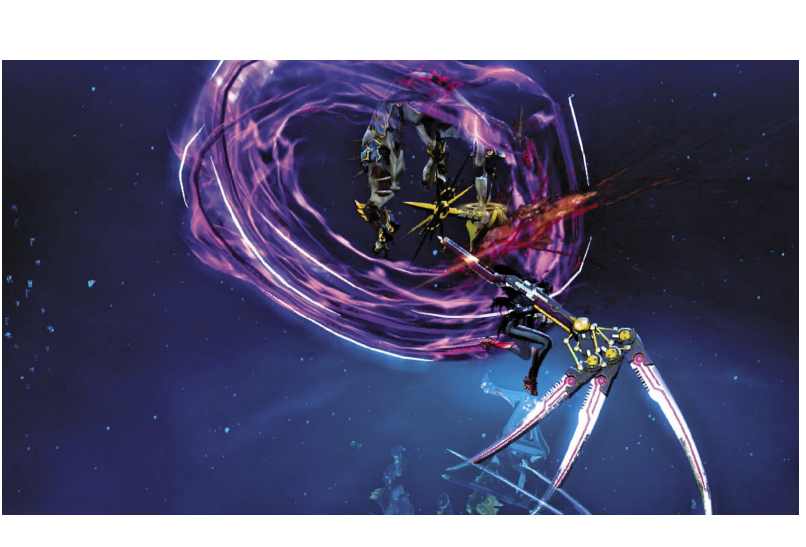


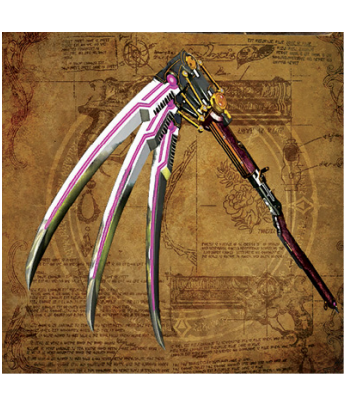


UNDINE

The Undine is three weapons in one, allowing Bayonetta to bludgeon, freeze, or burn her enemies. Needless to say, you can do all sorts of fun things with these babies if you're willing to experiment.This weapon can be equipped on your legs after buying the production version at The Gates of Hell.Find the LP pieces for Undine in Chapter IV.

Rotate the Left Analog Stick 360 degrees then press the Attack button corresponding to the Undine to change between ice and fire. When attacking, hold the Attack button used to either spew paralyzing fire or freezing ice. If you manage to freeze your enemy into a block of ice, you can stand close and press the Action button to lift and then toss them into other enemies!





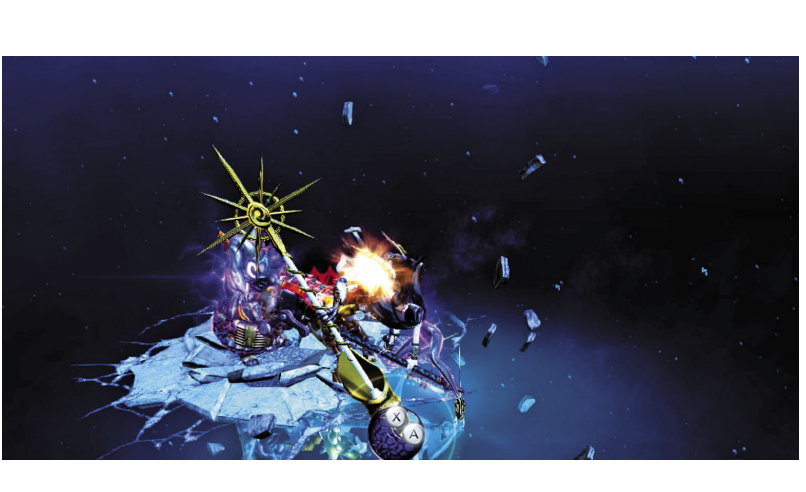
CHERNOBOG

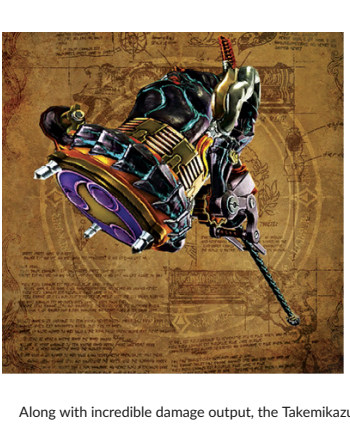
The Chernobog is one of those weapons that appears to be just made for stylish action setpieces—a scythe and a magical shotgun in one! Use the Attack button to launch wide-range scythe attacks, and hold the Attack button to fire!Find the LP pieces for Chernobog in Chapter V.

Useful Hints!

HOT!

The outward and forward range on the Chernobog's Wicked Weave is absolutely *massive*. Equip the Rakshasa on your legs then use the PKP combo to fire them off as fast as possible.

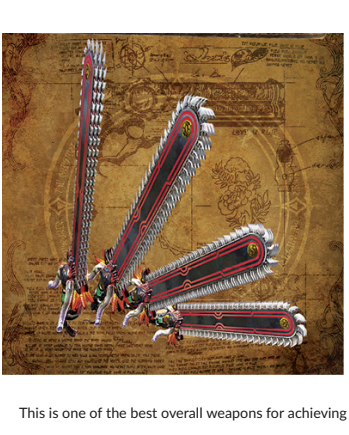




TAKEMIKAZUCHI

Welcome to the inverse of the Rakshasa—a super-powerful hammer laced with the power of lightning in its turbines. Single hits do massive amounts of damage and can stagger most enemies. Charge this baby up to unleash a powerful ground strike, and leave the hammer charged with electricity for a short time afterward!Find the LP pieces for Takemikazuchi in Chapters VIII and IX.

Along with incredible damage output, the Takemikazuchi is a good way to raise the score multiplier with just a few hits!



SALAMANDRA

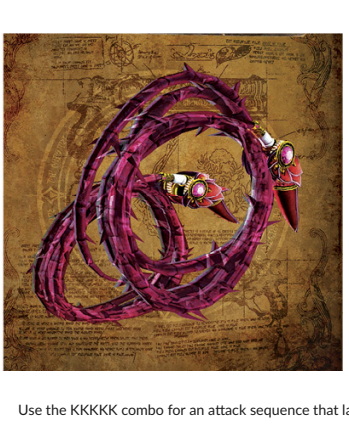
A crowd-pleasing Angel Arms in the first game, chainsaws have now entered Bayonetta's official arsenal! What happens next is a matter of following your heart.These weapons can be equipped on your legs after buying the production version at The Gates of Hell—and once equipped, Bayonetta will use them as skates, damaging enemies when she gets close!Find the LP pieces for Salamandra in Chapter X.

This is one of the best overall weapons for achieving Pure Platinum!

Note

There are other weapons not listed here with their own hidden powers! Visit the Secrets & Extras section to learn what they are, what they do, and how to unlock them.

1
84
7
0
5
2
0
UMBRAN CLIMAX
Close



ALRUNA

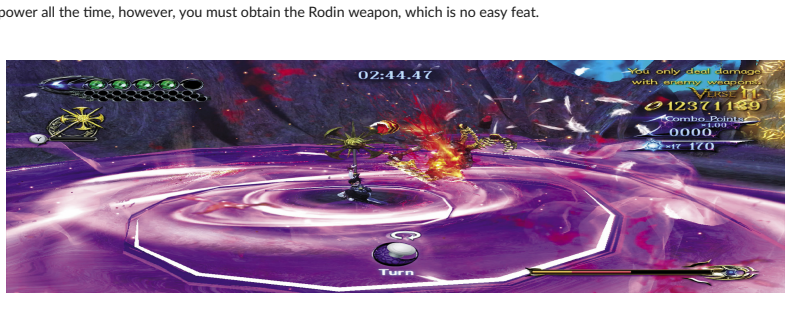
Completing Chapter XI automatically gives you the Alruna, a whip weapon and one of the most versatile in Bayonetta's arsenal. Players familiar with the Kulshedra in the original *Bayonetta* will take to this weapon like a duck to water, before being overjoyed by its added versatility. In addition to being able to whip and throw enemies, it boasts moderate damage and excellent range.

This weapon can be equipped on your legs after buying the production version at The Gates of Hell.

Use the KKKKK combo for an attack sequence that launches powerful attacks in a single direction, then spins in all directions for the finish. Against weakened enemies, during Umbran Climax or during Witch Time, hold the Punch or Kick buttons (depending on where you have Alruna equipped) to whip enemies around the battlefield, often leaving them helpless when they hit the ground.

ANGEL & DEMON ARMS

These weapons are used by the angels and demons you fight, but in Bayonetta's hands, they become exquisite machines of destruction, full of area-affecting assaults, long-distance attacks, and super-powerful hits that stagger enemies with ease.The best way to gain these Arms for temporary personal use is to perform Torture Attacks on your enemies. If you want their power all the time, however, you must obtain the Rodin weapon, which is no easy feat.



01:50.82
You only deal damage with enemy weapons.

COMBO SUMMARY FOR EACH WEAPON

Love is Blue

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	150	225
PP	150	225
PPP	150	225
PPPP	150	225
PPPPP (Barrage)	(60×Hit count) + (10×Hit count) + Accumulated Shots	(50×Hit count) + Accumulated Shots
PPPPP (Finisher)	400	600
PPPPK (Barrage)	(70×Hit count) + (10×Hit count) + Accumulated Shots	(100×Hit count) + Accumulated Shots
PPPPK (Finisher)	500	(50×Hit count) +600
PK	200	300
PKP	350	525
PKK	500	375×2
PPK	200	300
PPKPPPKP	350	200+500
PPKKPPKK	500	300×2
PPKKKPPKKK	500	750
PP•P	40×4	75×4
PPPK	200	300×2
PPPKKPPPKK	500	750
PPPKKKPPPKKK	500	100+750
PPPKPPPPKP	350	600
PPPK•PPPPK•P	400	600
PPPK•PPPPPK•PP	400	600
PPP•P (Barrage)	(60×Hit count) + Accumulated Shots	(75×Hit count) + Accumulated Shots
PPP•P (Finisher)	400	600
K	200	300
KK	200	300
KKK	200	300
KKKK	500	750
KKK•K (Barrage)	(50×Hit count) + (10×Hit count)	75×Hit count
KKK•K (Finisher)	500	750
→→P	150	225
←P	150	225
←→P (No Magic Consumed)	150	600
←→P (3 Magic Consumed)	350	-
→→K	(100×Hit count) + Accumulated Shots+100	300+ Accumulated Shots
←K	(50×Hit count) + Accumulated Shots	300+ Accumulated Shots
←→K (No Magic Consumed)	200	750
←→ K (3 Magic Consumed)	500	-
【Air】P	150	225
【Air】PP	150	225
【Air】PPP	150	225
【Air】PPPP	150	225
【Air】PPPPP (Barrage)	60×Hit count	90×Hit count
【Air】PPPPP (Finisher)	300	450
【Air】PPPPK (Barrage)	70×Hit count	105×Hit count
【Air】PPPPK (Finisher)	350	525
【Air】PK	200	300
【Air】PKP	350	525
【Air】PKK	500	750
【Air】PPK	200	300
【Air】PPKK【Air】PPKK	500	750
【Air】PPKP【Air】PPKP	350	200+500
【Air】PPPK	200	300
【Air】PPPKP【Air】PPPKP	350	200+500
【Air】PPPKK	200	300
【Air】PPPKKK【Air】PPPKKK	500	750
【Air】K	200	300
【Air】→→P	150	225
【Air】←P	150	225
【Air】←→P (No Magic Consumed)	150	600
【Air】←→P (3 Magic Consumed)	350	-
【Air】→→K	200+100+50…	300+ Accumulated Shots
【Air】←K	(50×Hit count) + Accumulated Shots	(300×2) + Accumulated Shots
【Air】←→K (No Magic Consumed)	200	750
【Air】←→K (3 Magic Consumed)	500	-
1 Rotation P	80×Hit count	180×Hit count
1 Rotation K	80×Hit count	180×Hit count
【Air】 1 Rotation P	80×Hit count	180×Hit count
【Air】 1 Rotation K	(20×Hit count) + Accumulated Shots+200	300
Jump P	40×5	75×4
Jump K	100×2	100×3
Accumulated Shots(1 shot)	10~50(decreases based on distance & Hit count)	10~75(decreases based on distance & Hit count)

Rakshasa

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	150	225
PP	150	225
PPP	75×2	120×Hit count
PPPP	75×2	120×Hit count
PPPPP (Barrage)	(60×Hit count) + (10×Hit count)	(90×Hit count) + (10×Hit count)
PPPPP (Finisher)	500	750
PPPPK (Barrage)	(70×Hit count) + (10×Hit count)	(90×Hit count) + (10×Hit count)
PPPPK (Finisher)	500	750
P•P	75×2	150×2
P•K	100×2	150×2
PK	100×2	150×2
PKPPKPPKP	350	750
PPK	100×2	150×2
PPKPPPKPPPKP	350	75×10
PPKK	70×3	150×2
PPKK•PPPKK•PPPKK•P	(100×2) +400	(75×Hit count) +750
PPKK•KPPKK•KPPKK•K	250×2	450+ (50×Hit count)
PPKKKPPKKKPPKKK	500	750
PP•P	40×4	60×4
PP•P•P	100+ (20×3)	75×Hit count
PP•P•PPPP•P•PPPP•P•PP	(100×Hit count) +300	(75×Hit count) +750
PP•PPPP•PPPP•PP	500	750
PPP•KPPP•K	170×3	300+450
PPPK	100×2	300
PPPKK	100×2	150×2
PPPKKKPPPKKK	170×3	450+ (50×Hit count)
PPPKPPPPKP	350	75×10
K	100×2	150×2
KK	100×2	150×2
KKK	100×2	150×2
KKKK	350	750
KKK•K	50×5	100×3
KKK•KK	50×5	100×3
KKK•KK•KKKK•KK•K	170×3	300+450
KKK•KK•KKK•KKK	500	750
→→P	150	225
←P	75×2	150×2
←→P (No Magic Consumed)	(300 for successful evade) +150	Evade +225
←→P (3 Magic Consumed)	-	-
→→K	50+150	75+350
←K	100×2	100+200
←→K (No Magic Consumed)	200	750
←→K (3 Magic Consumed)	500	-
【Air】P	150	225
【Air】PP	150	225
【Air】PPP	75×2	120×Hit count
【Air】PPPP	75×2	120×Hit count
【Air】PPPPP (Barrage)	(60×Hit count) + (10×Hit count)	(90×Hit count) + (10×Hit count)
【Air】PPPPP (Finisher)	500	750
【Air】PPPPK (Barrage)	(70×Hit count) + (10×Hit count)	(90×Hit count) + (10×Hit count)
【Air】PPPPK (Finisher)	500	750
【Air】PK	100×2	150×2
【Air】PKP【Air】PKP【Air】PKP	350	750
【Air】PPK	100×2	150×2
【Air】PPKK	100×2	150×3
【Air】PPKKK【Air】PPKKK【Air】PPKKK	125+600	180+750
【Air】PPKP【Air】PPKP【Air】PPKP	350	75×10
【Air】PPPK	100	150
【Air】PPPKP【Air】PPPKP【Air】PPPKP	350	75×10
【Air】PPPKK	100	150
【Air】PPPKKK【Air】PPPKKK【Air】PPPKKK	500+125	750
【Air】K	250	300
【Air】→→P	150	225
【Air】←P	75×2	150×2
【Air】←→P (No Magic Consumed)	(300 for successful evade) +150	Evade +225
【Air】←→P (3 Magic Consumed)	-	-
【Air】→→K	200+100+50…	225+200
【Air】←K	100×2	150×2
【Air】←→K (No Magic Consumed)	200	750
【Air】←→K (3 Magic Consumed)	500	-
1 Rotation P	40×Hit count	60+ (50×Hit count)
1 Rotation K	200	150×Hit count
【Air】 1 Rotation P	40×Hit count	60+ (50×Hit count)
【Air】 1 Rotation K	200	150×Hit count
Jump P	70×Hit count	105×Hit count
Jump K	100×2	100×3
Accumulate P (1 stage level)	150	225
Accumulate P (2 stage level)	500	750
Accumulate P (3 stage level)	1000	1500
Accumulate K (1 stage level)	100×2	150×2
Accumulate K (2 stage level)	250×2	375×2
Accumulate K (3 stage level)	500×2	750×2
【Air】 Accumulate P (1 stage level)	200×Hit count	300×Hit count
【Air】Accumulate P (2 stage level)	(200×Hit count) +500	(300×Hit count) +750
【Air】Accumulate P (3 stage level)	(200×Hit count) +1000	(300×Hit count) +1500
【Air】Accumulate K (1 stage level)	100×2	150×2
【Air】Accumulate K (2 stage level)	250×2	375×2
【Air】Accumulate K (3 stage level)	500×2	750×2

Kafka

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	100	150
PP	100	150
PPP	100	150
PPPP	100	150
PPPPP	150	225
PKP	150	225
P•P	100	150
PP•P	100	150
PPP•P	100	150
PPPP•P	150	225
→→P	200	300
→→PP	200	300
→→PPP	200	300
→→PPPP	300	450
→→P•P	100	150
→→PP•P	100	150
→→PPP•P	100	150
←P	100+ (20×Hit count)	(150×2) + (30×Hit count)
←→P	100+ (20×Hit count)	(150×2) + (30×Hit count)
【Air】P	100	150
【Air】PP	100	150
【Air】PPP	100	150
【Air】PPPP	100	150
【Air】PPPPP	150	225
【Air】PKP	150	225
【Air】→→P	200	300
【Air】→→PP	200	300
【Air】→→PPP	200	300
【Air】→→PPPP	300	450
【Air】←P	100+ (20×Hit count)	(150×2) + (30×Hit count)
【Air】←→P	100+ (20×Hit count)	(150×2) + (30×Hit count)
Jump P	40×5	75×4
1 Rotation P	40×Hit count	60×Hit count
【Air】 1 Rotation P	40×Hit count	60×Hit count
Accumulate P	100×Hit count	150+ (150×Hit count)

Chernobog

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	350	480
PP	350	480
PPP	350	480
PPPP	100×2	480
PPPPP	100×6	150×5
PKP	100×6	150×5
PPKP	100×5	150+ (75×8)
PPPKP	100×5	150+ (75×8)
→→P	70×5	150×5
←P	175×2	480
←→P	350	480
【Air】P	350	480
【Air】PP	350	480
【Air】PPP	350	480
【Air】PPPP	200×2	480
【Air】PPPPP	200+ (100×5)	150×5
【Air】PKP	100×6	150×5
【Air】PPKP	100×5	150+ (75×8)
【Air】PPPKP	100×5	150+ (75×8)
【Air】→→P	70×5	150×5
【Air】←P	175×2	480
【Air】←→P	350	480
Jump P	40×5	300
1 Rotation P	40×Hit count	240×Hit count
【Air】 1 Rotation P	40×Hit count	240×Hit count
Accumulate P (1 shot)	350	525

Undine

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	250	375
PP	250	375
PPP	250	375
PPPP	120×2	375
PPPPP	500	(60×4) +500
PPPPK	600	900
PK	250	450
PKP	500	(60×4) +500
PKK	600	900
PPK	300	450
PPKK	300	450
PPKKK	600	900
PPPK	300	450
PPPKK	300	450
PPPKKK	600	900
K	300	450
KK	300	450
KKK	300	450
KKKK	600	900
→→P	250	375
←P	250	375
←→P (No Magic Consumed)	Evade +250	Evade +675
←→P (3 Magic Consumed)	Evade +450	-
→→K	350	450
←K	150×2	450
←→K (No Magic Consumed)	300	750
←→K (3 Magic Consumed)	500	-
【Air】P	250	375
【Air】PP	250	375
【Air】PPP	250	375
【Air】PPPP	120×2	375
【Air】PPPPP	500	(60×4) +500
【Air】PPPPK	600	900
【Air】PK	300	450
【Air】PKP	500	(60×4) +500
【Air】PKK	600	900
【Air】PPK	300	450
【Air】PPKK	300	450
【Air】PPKKK	600	900
【Air】PPPK	300	450
【Air】PPPKK	300	450
【Air】PPPKKK	600	900
【Air】K	300	375
【Air】→→P	250	375
【Air】←P	250	375×2
【Air】←→P (No Magic Consumed)	Evade +250	Evade +675
【Air】←→P (3 Magic Consumed)	Evade +450	-
【Air】→→K	200+100+50…	200+ (450×2)
【Air】←K	150×2	450
【Air】←→K (No Magic Consumed)	300	750
【Air】←→K (3 Magic Consumed)	500	-
1 Rotation P	20×Hit count	375×2
1 Rotation K	20×Hit count	450×2
【Air】 1 Rotation P	20×Hit count	375×2
【Air】 1 Rotation K	20×Hit count	450×2
Jump P	40×5	75×4
Jump K	100×2	75×3

Takemikazuchi

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	450	600
PP	450	600
PPP	450	600
PPPP	750	900
PKP	750	900
PPKP	750	900
PPPKP	750	900
P•P	450	600
PP•P	450	600
PPP•P	450	600
→→P	450	100+500
←P	450	600
←→P	600	900
【Air】P	450	600
【Air】PP	450	600
【Air】PPP	450	600
【Air】PPPP	750	900
【Air】PKP	750	900
【Air】PPKP	750	900
【Air】PPPKP	750	900
【Air】→→P	450	100+500
【Air】←P	450	600
【Air】←→P	600	900
Jump P	40×5	75×4
1 Rotation P	250+ (50×Hit count)	(300×2) + (50×Hit count)
【Air】 1 Rotation P	450	300×2
Accumulate P (1 stage level)	500	600
Accumulate P (2 stage level)	1000	1200
Accumulate P (3 stage level)	1500	450×4

Special Technique

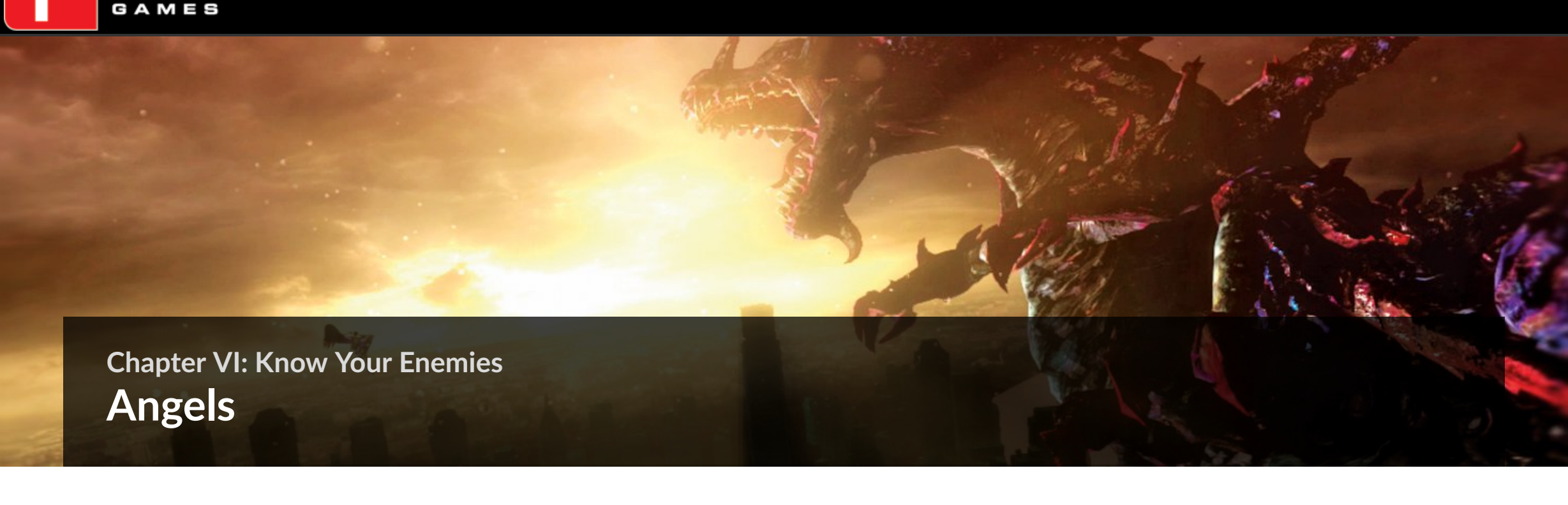
COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
Y shot	10~30(decreases based on distance)	10~30(decreases based on distance)
Accumulate Y shots	60	90
Witch Bomb	200	200
L (When operating)	100	-
(During Crow Vision) P	50×Hit count	50×Hit count
(During Crow Vision) K	100×Hit count	100×Hit count
(During Panther Vision) P	200	200
(During Panther Vision) K	200	200
Bat Vision	10×Hit count	10×Hit count
Umbran Spear	50×Hit count	50×Hit count
Hold ZR	Y shot+ (10×Hit count)	(60×Hit count) + (15×Hit count)
Hold ZR+P	Y shot+100+ (10×Hit count)	Y shot+150+350
Hold ZR+K	Y shot+ (10×Hit count) +100	Y shot+ (100×Hit count) +300
Little Devils (1)	30	30
EVIL HARVEST ROSARY	500	500
Rosary + Bat Vision	1000	1000
(Armored Collar) Counter	200	300
Arwing Y shot	20	30
Arwing Y shot (Accumulated)	300	450
Arwing Attack - Accumulated Shots	30→60	45→90
Samus Costume Y shot	20	30
Samus Costume Accumulated Shots	300	450
Jump while Morph Ball (Bombs)	100	100
Hit the wall after blowback	200 (All characters equal)	200 (All characters equal)

Salamandra

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	200+ Accumulated Kills +500	240+ Accumulated Kills +600
PP	200+ Accumulated Kills +500	240+ Accumulated Kills +600
PPP	200+ Accumulated Kills +500	240+ Accumulated Kills +600
PPPP (Pursuit Failure)	250+ Accumulated Kills +500	300+ Accumulated Kills +600
PPPP (Pursuit Success)	250+ Accumulated Kills +700	300+ Accumulated Kills +840
PK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
PKP (Pursuit Failure)	250+ Accumulated Kills +500	300+ Accumulated Kills +600
PKP (Pursuit Success)	250+ Accumulated Kills +700	300+ Accumulated Kills +840
PPK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
PPKP (Pursuit Failure)	250+ Accumulated Kills +500	300+ Accumulated Kills +600
PPKP (Pursuit Success)	250+ Accumulated Kills +700	300+ Accumulated Kills +840
PPKK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
PPKKK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
PPPK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
PPPKP (Pursuit Failure)	250+ Accumulated Kills +500	300+ Accumulated Kills +600
PPPKP (Pursuit Success)	250+ Accumulated Kills +700	300+ Accumulated Kills +840
PPPKK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
PPPKKK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
K	250+ Accumulated Kills +500	300+ Accumulated Kills +600
KK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
KKK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
KKKK (Pursuit Failure)	300+ Accumulated Kills +600	360+ Accumulated Kills +720
KKKK (Pursuit Success)	300+ Accumulated Kills +800	360+ Accumulated Kills +960
→→P	200+ Accumulated Kills +500	240+ Accumulated Kills +600
←P	200+ Accumulated Kills +500	240+ Accumulated Kills +600
←→P (No Magic Consumed)	200+ Accumulated Kills +500	240+ Accumulated Kills +600
←→P (3 Magic Consumed)	-	-
→→K	250+ Accumulated Kills +500	300+ Accumulated Kills +600
←K	250+ Accumulated Kills +500	300+ Accumulated Kills +600
←→K (No Magic Consumed)	250+ Accumulated Kills +500	300+ Accumulated Kills +600
←→K (3 Magic Consumed)	-	-
【Air】P	200+ Accumulated Kills +500	240+ Accumulated Kills +600
【Air】PP	200+ Accumulated Kills +500	240+ Accumulated Kills +600
【Air】PPP	200+ Accumulated Kills +500	240+ Accumulated Kills +600
【Air】PPPP (Pursuit Failure)	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】PPPP (Pursuit Success)	250+ Accumulated Kills +700	300+ Accumulated Kills +840
【Air】PK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】PKP (Pursuit Failure)	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】PKP (Pursuit Success)	250+ Accumulated Kills +700	300+ Accumulated Kills +840
【Air】PPK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】PPKP (Pursuit Failure)	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】PPKP (Pursuit Success)	250+ Accumulated Kills +700	300+ Accumulated Kills +840
【Air】PPKK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】PPKKK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】PPPK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】PPPKP (Pursuit Failure)	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】PPPKP (Pursuit Success)	250+ Accumulated Kills +700	300+ Accumulated Kills +840
【Air】PPPKK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】PPPKKK	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】K	250+300+ Accumulated Kills +500	300+360+ Accumulated Kills +600
【Air】→→P	200+ Accumulated Kills +500	240+ Accumulated Kills +600
【Air】←P	200+ Accumulated Kills +500	240+ Accumulated Kills +600
【Air】←→P (No Magic Consumed)	200+ Accumulated Kills +500	240+ Accumulated Kills +600
【Air】←→P (3 Magic Consumed)	-	-
【Air】→→K	200+100+50…+200	240+120+60…+200
【Air】←K	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】←→K (No Magic Consumed)	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】←→K (3 Magic Consumed)	-	-
1 Rotation P	200+ Accumulated Kills +500	240+ Accumulated Kills +600
1 Rotation K	250+ Accumulated Kills +500	300+ Accumulated Kills +600
【Air】 1 Rotation P	200+ Accumulated Kills +500	240+ Accumulated Kills +600
【Air】 1 Rotation K	250+ Accumulated Kills +500	300+ Accumulated Kills +600
Jump P	40×Hit count	75+ (60×Hit count)
Jump K	100×2	120×2
Moving (1 hit)	10	10
Accumulated Kills (1 hit)	50	60

Alruna

COMMAND	ATTACK POWER (NORMAL)	ATTACK POWER(UMBRAN CLIMAX)
P	120	180
PP	120	180
PPP	60×2	90×2
PPPP	60×2	90×2
PPPPP	(30×4) +400	(45×4) +600
PPPPK	300×2	750
PK	80×2	120×2
P•K	80×2	120×2
PKP	(30×4) +400	(45×4) +600
PKK	300×2	750
PPK	150	225
PPKK	80×2	150×2
PPKK•K	(20×5) +400	(30×Hit count) +600
PPKKK	300×2	750
PPPK	150	225
PPPKKPPPKK	80×2	120×2
PPPKKKPPPKKK	300×2	750
K	150	225
KK	150	225
KKK	80×2	120×2
KKK•KKKK•K	(20×6) +400	(30×Hit count) +600
KKKKKKKK	300×2	750
→→P	40×Hit count	60×Hit count
←P	150	225
←→P (No Magic Consumed)	150	-
←→P (3 Magic Consumed)	300	450
→→K	40×Hit count	60×Hit count
←K	150	225
←→K (No Magic Consumed)	150	225
←→K (3 Magic Consumed)	-	-
【Air】P	120	180
【Air】PP	120	180
【Air】PPP	60×2	90×2
【Air】PPPP	60×2	90×2
【Air】PPPPP	(30×4) +400	(45×4) +600
【Air】PPPPK	(100×Hit count) +300	750
【Air】PK	80×2	120×2
【Air】PKP	(30×4) +400	(45×4) +600
【Air】PKK	(100×Hit count) +300	750
【Air】PPK	150	225
【Air】PPKK	80×2	150×2
【Air】PPKKK	(100×Hit count) +300	750
【Air】PPPK	150	225
【Air】PPPKK	80×2	120×2
【Air】PPPKKK	(100×Hit count) +300	750
【Air】K	150	225
【Air】KK	150	225
【Air】KKK	80×2	120×2
【Air】KKKK【Air】KKKK	(100×Hit count) +300	750
【Air】→→P	40×Hit count	60×Hit count
【Air】←P	150	225
【Air】←→P (No Magic Consumed)	150	-
【Air】←→P (3 Magic Consumed)	300	450
【Air】→→K	200+100+50…	300+150+75…
【Air】←K	150	225
【Air】←→K (No Magic Consumed)	150	225
【Air】←→K (3 Magic Consumed)	-	-
1 Rotation P	40×Hit count	60×Hit count
1 Rotation K	50×Hit count	75×Hit count
【Air】 1 Rotation P	40×Hit count	60×Hit count
【Air】 1 Rotation K	50×Hit count	75×Hit count
Jump P	50×Hit count	75×Hit count
Jump K	100×2	150×2
Accumulated Knockdowns (Arm or leg, both the same)	500	750



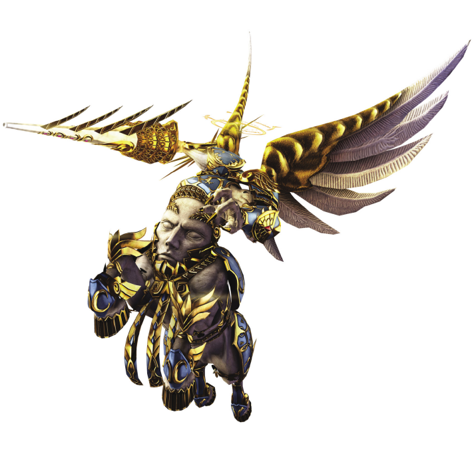
Chapter VI: Know Your Enemies

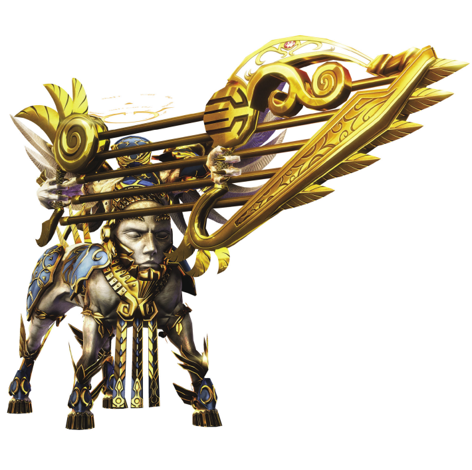
Angels

The armies of Paradiso and Inferno know no mercy, and are seemingly infinite in number. If you're going to fight a one-witch war against them, you'll need to have intimate knowledge of who's who in their ranks. Study up on every foe you'll ever meet here.

ACCEPTANCE

THIRD SPHERE ANGELS



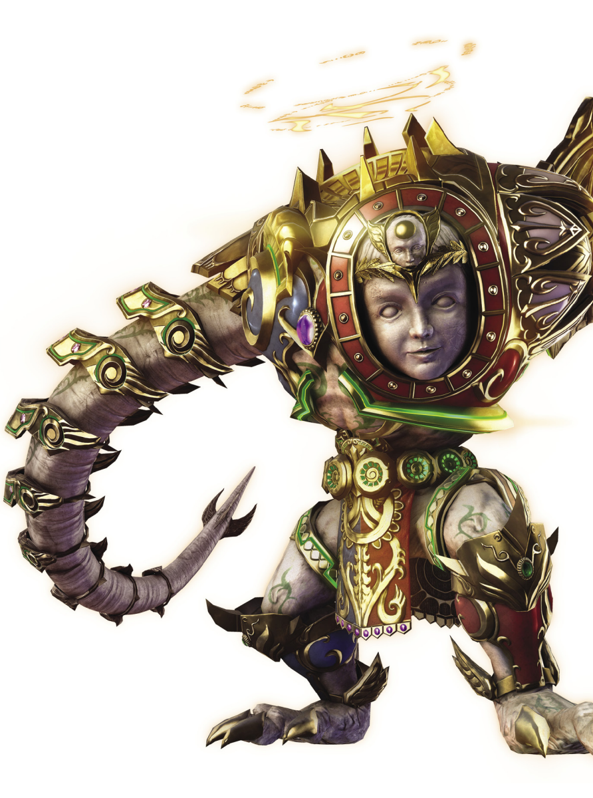


Among the nine ranks in the angelic hierarchy, Acceptance belongs to the bottom of the Third Sphere called Angels, the hierarchy's lowest rank. It appears to those who are moments away from death in a half-human, half-pegasus form with glittering wings.

Characterized as the symbol of death and acceptance, various legends tell of Acceptance solemnly placing the souls of the dead upon its back and carrying them away, ignoring their past deeds and any pleas for a second chance.

BELIEF

SECOND SPHERE POWERS

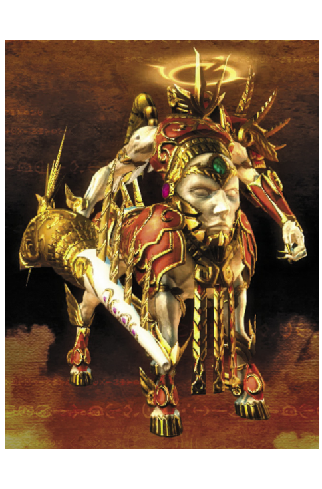


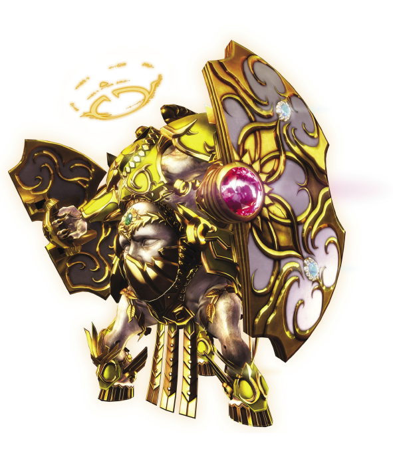
Belonging to the Second Sphere, Beliefs are considered a Power, the sixth rank of the angelic hierarchy. Their sturdy, dominating size makes them an ideal candidate for giving orders on the front lines during wars with Inferno.

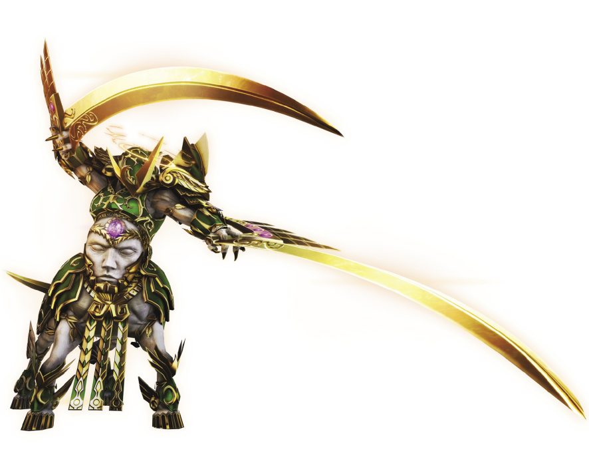
The gigantic snakelike right arm of Beliefs has caused them to often be depicted in legends as hideous creatures, but in reality, this feature is meant to be a divine whip for binding evil with its unwavering faith.

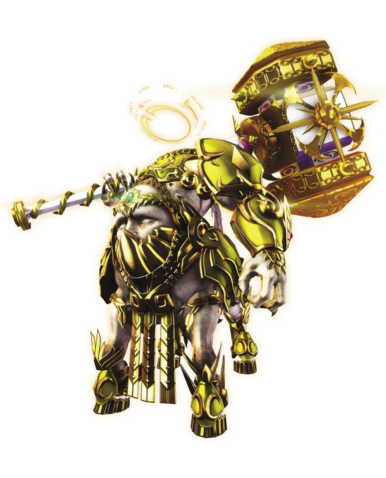
ACCOLADE

THIRD SPHERE ARCHANGELS







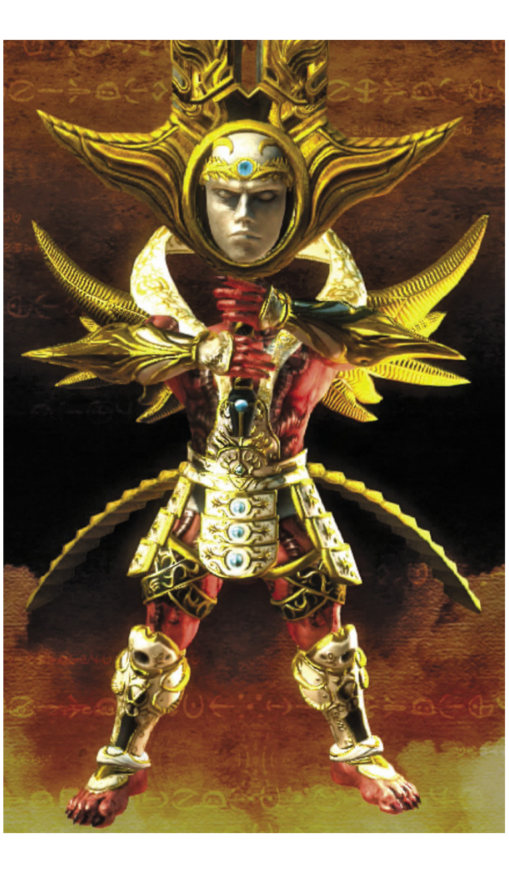


A large angel belonging to the Third Sphere, tasked with commanding the lowest-ranking angels.

Accolades are adept at using many of Paradiso's weaponry, including swords, spears, hammers, and whips. They use these to instill fear into the hearts of all those who doubt the might of God. Accolades have long lived in legend; at times they were said to have answered the prayers of the most devout followers by temporarily bestowing upon them one of these divine instruments.

VALIANCE

FIRST SPHERE CHERUBIM



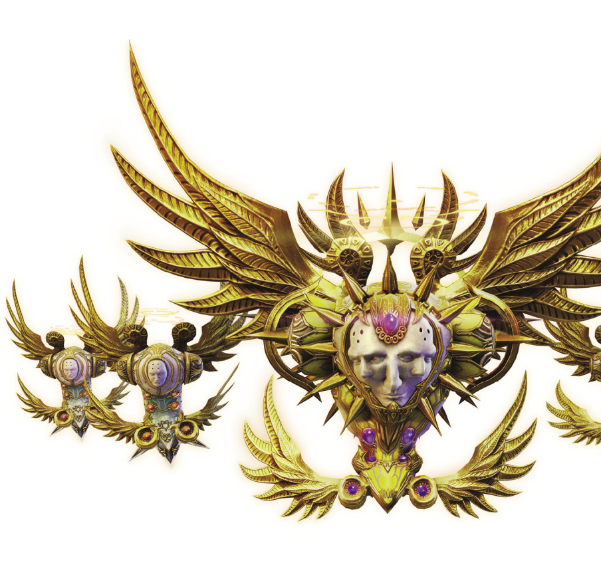
Valiance is a First Sphere Cherub considered particularly ascendant as a spiritual being even among the other angels. Physical shape means little to angels of this rank; they exist in a metaphysical form that demonstrates the majesty of God.

The most ambitious and brave of the Cherubim, there are some sources that believe Valiance first arrived on Earth thousands of years ago, riding a comet of God's wrath that destroyed everything in its way.

Valiance's sword, the Valiantium Blade, is said to have the power to cut in two anything in Paradiso or Inferno, and is prophesized to one day assist a team of over a hundred heroes in saving humanity from an invading evil.

CACHET & COMPASSION

THIRD SPHERE ANGELS

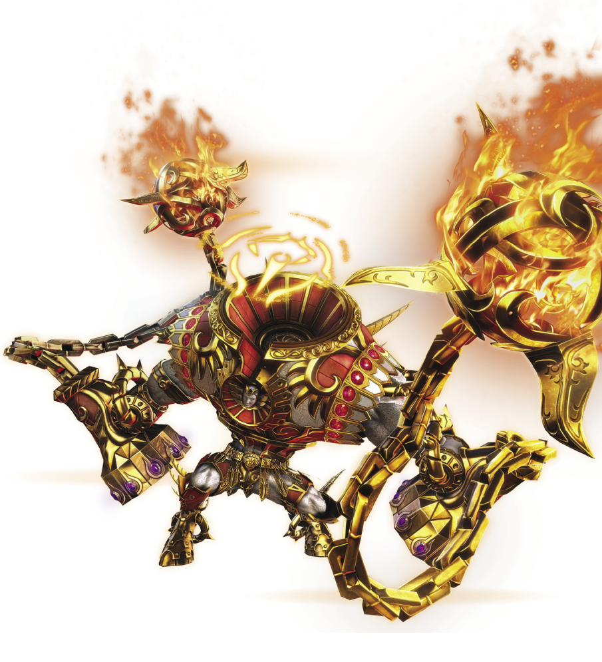


Belonging to the lowest rank of angels, these two angels are said to have been sacred weapons brought to Paradiso after the heroes they traveled with came to the end of a long journey.

Charged with protecting the gates of Paradiso, their powerful blades deal swift justice to anyone who carelessly trespasses into the divine realm.

URBANE

SECOND SPHERE VIRTUES



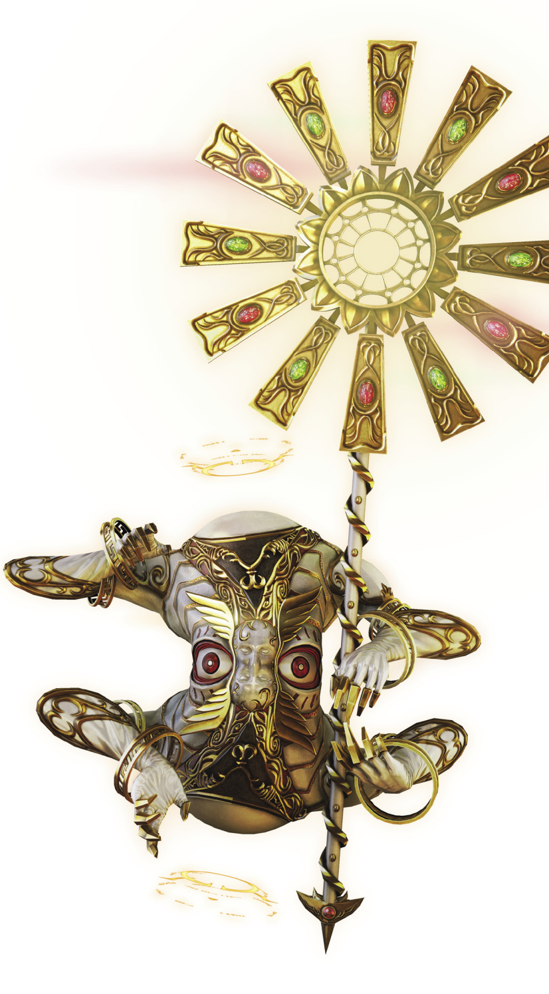
The changes of a new era will always give birth to new angels. This is because angels are given form by the fears, doubts, and prayers mankind bases its faith on—feelings that change with mankind's material obsessions.

As a notably advanced being even compared to other angels, Urbane, a Virtue in the angelic hierarchy, is said to be shaped by the subconscious fears of humans. In modern eras, he often appears as a giant with a ball and chain on each of his arms.

Urbane's power to reduce the triumphs of civilization to mere ashes with a single swing of his arm most likely reflects the subconscious fears man harbors toward both the natural world and their own society.

ENRAPTURE

THIRD SPHERE ARCHANGELS



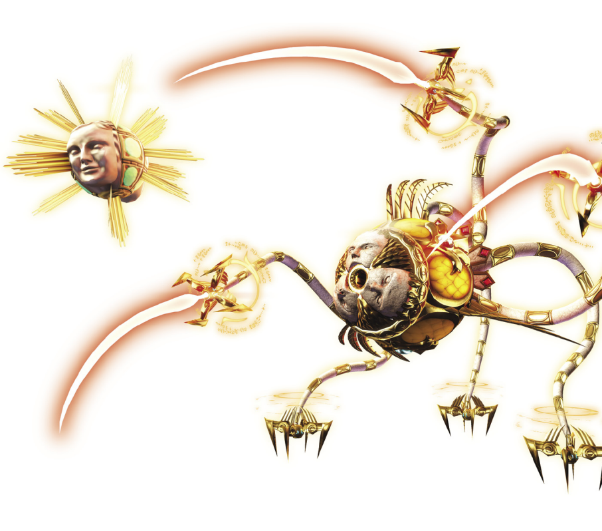
Though eighth in the angelic hierarchy, Enrapture was born many eons ago and is now considered the oldest angel to have ever existed.

Given the task of leading humans to bliss by speaking directly to their spirits, it is said that the concept of faith did not exist until Enrapture's creation.

There are many theories debated as to why this angel possesses its strange form of two human bodies seamed at the torso; perhaps, their shape is meant to exceed the bounds of human understanding, or maybe, in the depths of meditation, a monk approaching enlightenment caught a glimpse of this angel while its form was refracted between dimensions.

FIDELITY

THIRD SPHERE ARCHANGELS



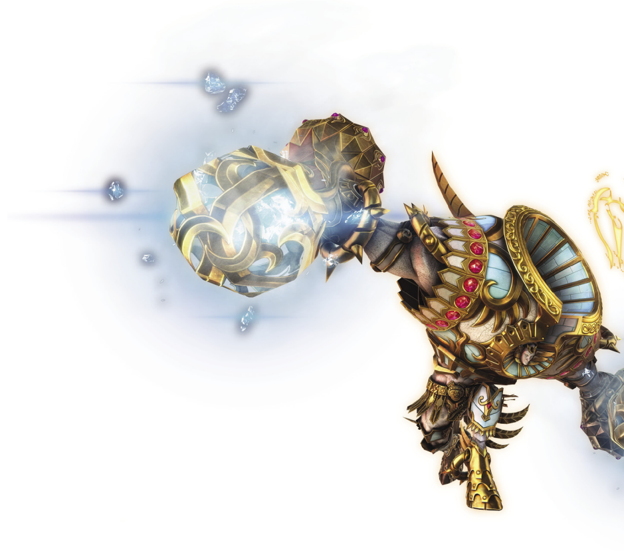
Considered a creature of the sea due to its fish-like body and multiple tentacle-like arms, Fidelity departed from the ocean to impart humanity with their primeval memories.

Those who forget their past and begin to disrupt the serenity of life are often dragged by this angel to the darkest depths of the ocean.

The ocean is a sacred place, the area of Earth that is closest to Paradiso, as the intense water pressure of the depths means it has remained untouched by human hands since the beginning of time. A large celestial veil covers the sea's expanse, and until this day there has never been a human who has witnessed the seas in their entirety.

GRAVITAS

SECOND SPHERE DOMINIONS

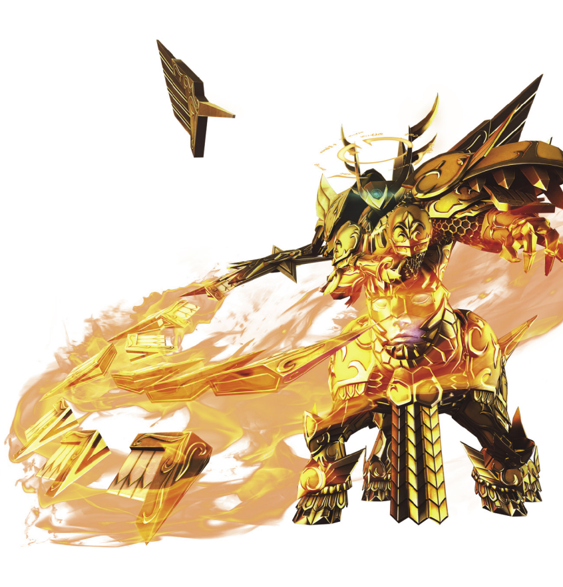


A Dominion in the Second Sphere of angels. The name Gravitas means stern and severe, so this angel is often depicted as steep, uninhabited mountains forever frozen in ice.

His extreme cold has been unpenetrated for eons, and it shows no change through the passage of time. Gravitas awaits silently for an opponent willing to sacrifice everything to face him.

ALLEGIANCE

THIRD SPHERE PRINCIPALITIES

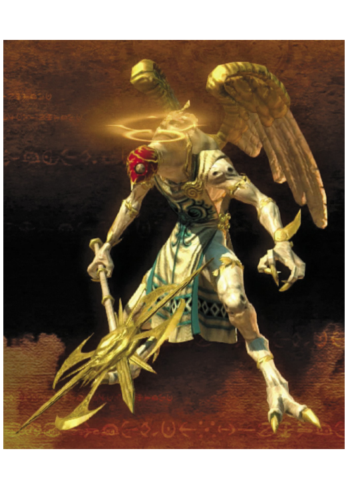


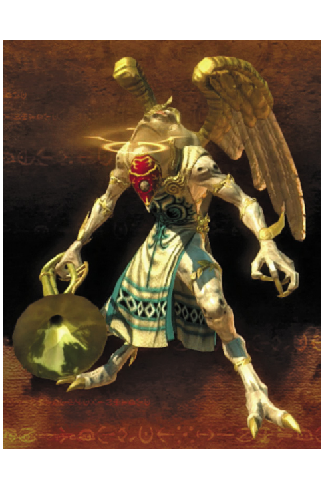
Allegiance belongs to the Principalities, ranked seventh in the angelic hierarchy and part of the Third Sphere. While Third Sphere angels are the most common type encountered in the physical realm, Allegiance, clad in solid gold armor, appears only during times of strife between Paradiso and the human world, in order to purge the armies of evil spirits.

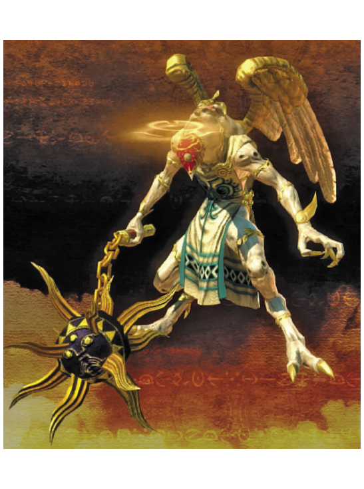
Legends exist of Allegiance appearing before the kings of feudal nations who have prayed for the emergence of a hero; however, there are also stories of Allegiance seeing through the evil in these kings' hearts and instantly reducing their thrones to rubble.

AFFINITY

THIRD SPHERE ANGELS





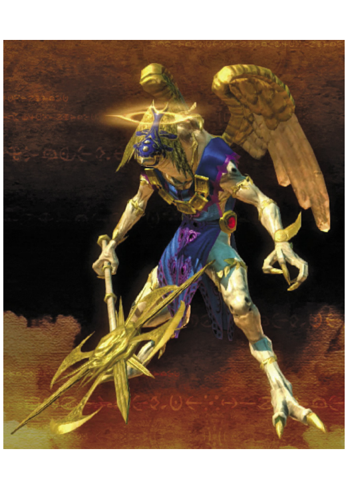


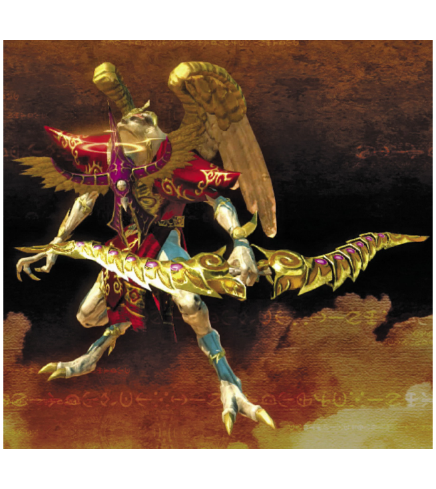
Servants of heaven that populate the lowest of the angelic hierarchy, a Third Sphere rung known simply as Angels. Humans with deep faith often feel these angels close to their hearts. Descending from the heavens upon pure white wings, it is believed that the glimmering halo atop an Affinity's head lights the path for those who have lost their way.

The religious articles they equip are all tools used to further their conviction to protect the righteous and can become powerful weapons used to strike down those with sullied hearts.

APPLAUD

THIRD SPHERE ARCHANGELS



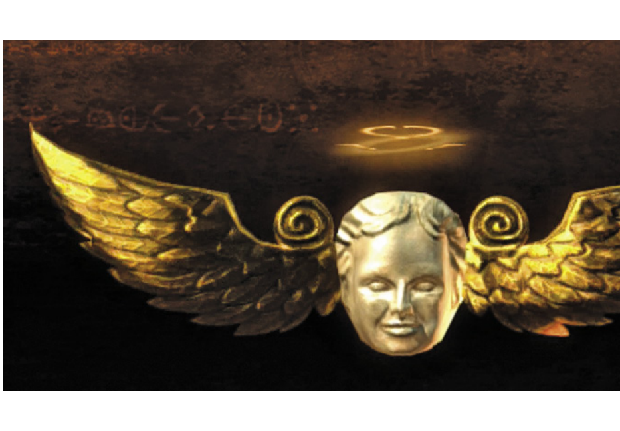


While still a member of the Third Sphere, Applauds are one step above Affinities and thus known as Archangels. Occupying the eighth position within the nine-level angelic hierarchy, Archangels are still considered close to the physical world, and often come into contact with humankind.

It is said that devoted prayer on the part of believers can call upon a host of angels to come to one's aid.

DECORATIONS

THIRD SPHERE ANGELS

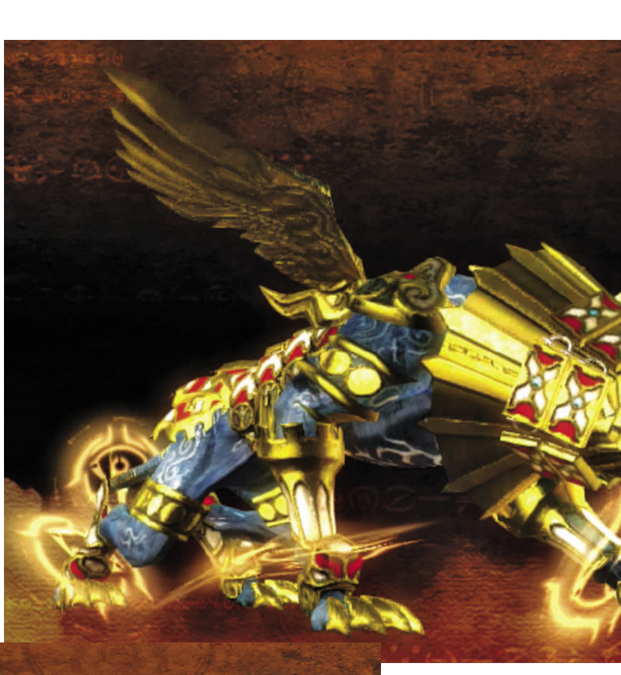


With limited spiritual powers, this angel is spotted comparatively frequently within the physical, human world.

Capriciously firing arrows, they are often mistaken for Cupid. It is said that one of their arrows, shot through the heart of a believer, can be as infatuating as the goddess of love.

FEARLESS

SECOND SPHERE DOMINIONS

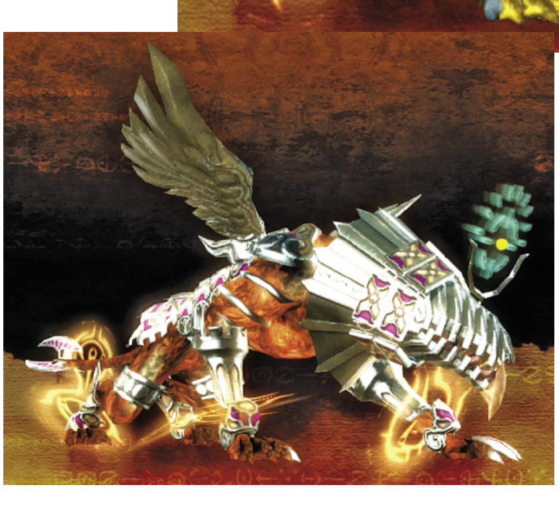


Fearless are classified as Dominions, the fourth rank among the hierarchy of angels. Controlling the lightning feared by many as the instrument of divine justice, Fearless make known the majesty of God to the masses.

Almost all of the naturally occurring lightning in the world is a result of the actions of these angels. It is said that divine wrath against gluttons is released in the lightning's flash, as the thunder signals heaven's roar.

FAIRNESS

SECOND SPHERE VIRTUES

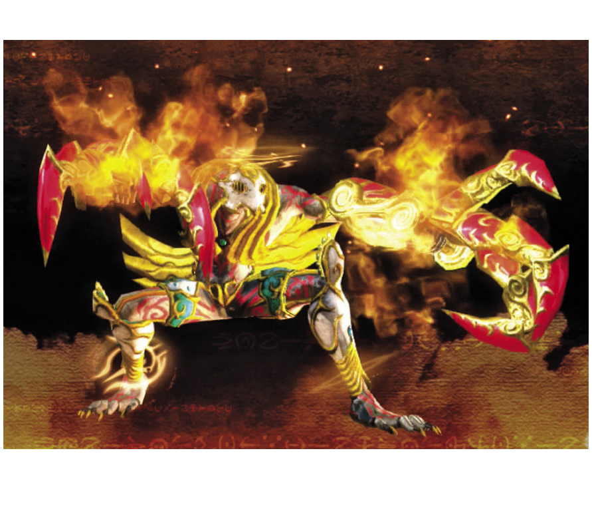


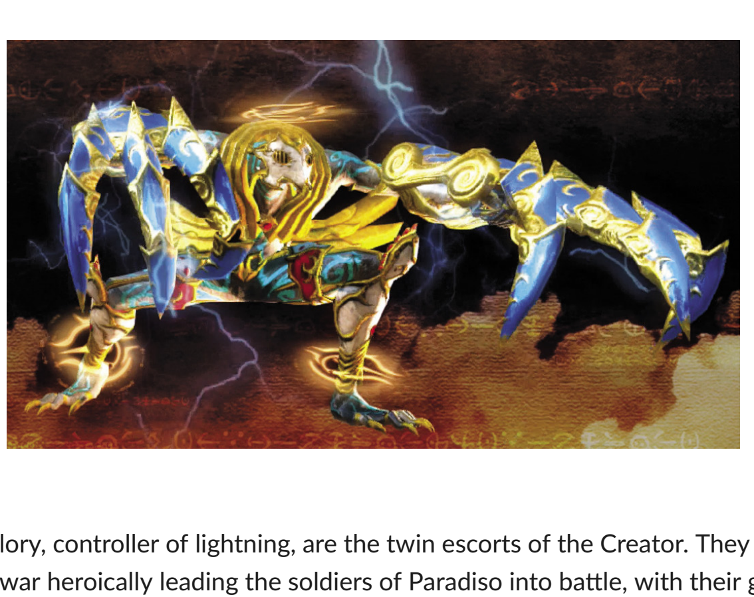
A Virtue charged with the administration of miracles, it is wrapped in flames when appearing in the physical world, a power emblematic of its courage.

A torrent of flame blazing as bright as the sun, these flames become the light that burns away darkness from those who receive the graces of Fairness. However, for those out of the angel's good graces, they are the fire and brimstone of destruction.

GRACE & GLORY

SECOND SPHERE VIRTUES

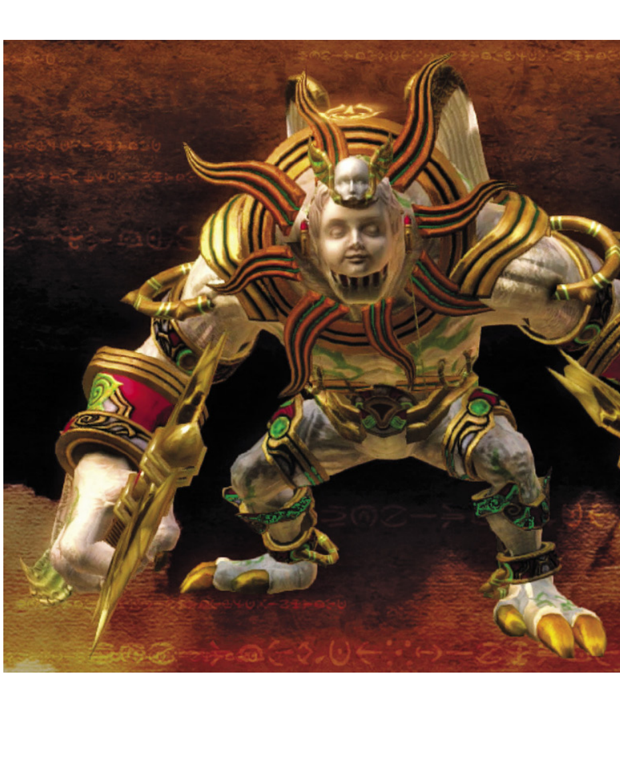




Grace, draped in flame, and Glory, controller of lightning, are the twin escorts of the Creator. They share a wild disposition and are often depicted as gods of war heroically leading the soldiers of Paradiso into battle, with their giant, clawlike weapons being symbols of their ferocity. Humanity recognizes the increased spiritual power of twins, a power that comes from the blessings of Grace and Glory.

BELOVED

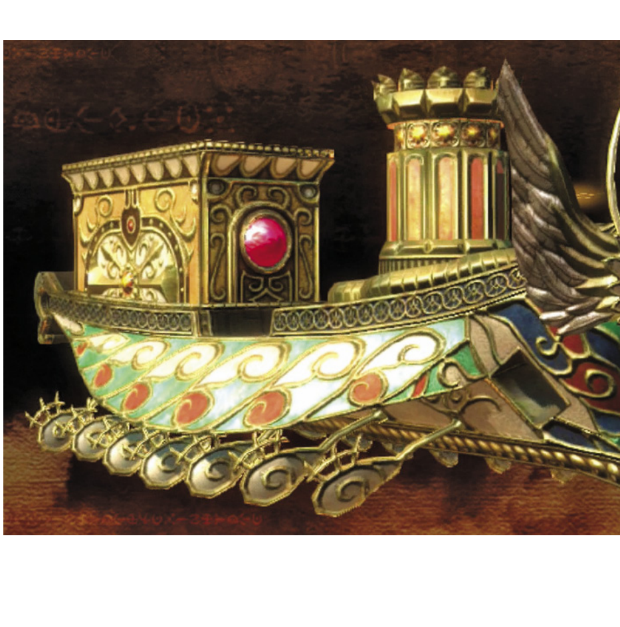
SECOND SPHERE POWERS



Beloved is a member of the Second Sphere class Powers, ranked sixth in the angelic hierarchy. Its status is more that of a spiritual being, but it is also burdened with destroying the enemies of Paradiso. While still considered among the lower classes of angels, Beloved's power is of a far higher order than that of a human, and even those with strong spiritual powers are seldom afforded the chance to meet this being. Excelling in combat, Beloved are known for brilliant exploits in demonic battles.

KINSHIP

SECOND SPHERE POWERS

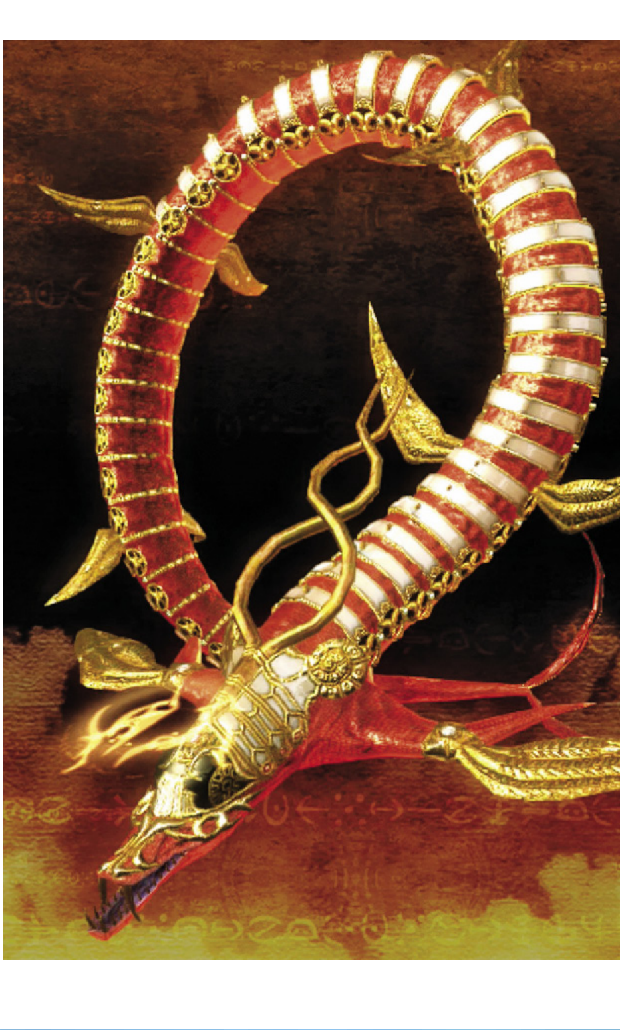


Kinship, as one of the Second Sphere Powers charged with defeating evil beings, is responsible for transporting the forces of Paradiso onto the battlefield. Leading countless angels to the front lines, catching sight of Kinship's magnificent flying appearance is analogous to many as the arrival of true happiness.

It is thought that Kinship is the angelic manifestation of the ark that saved a foolish human race from the devastating flood described in The Book of Creation within the scriptures of Ithavoll.

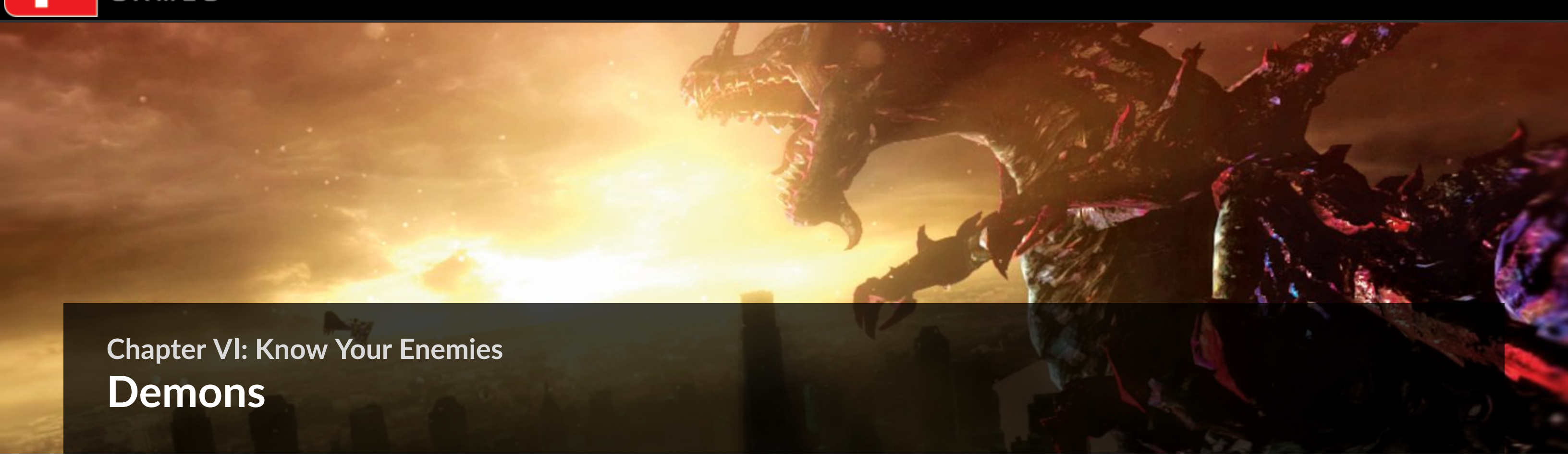
INSPIRED

FIRST SPHERE THRONES



An angel of the First Sphere belonging to the class known as Thrones. Angels of this class are on such a higher plane of spiritual existence that there is a little chance of humans ever crossing paths with them. Some artists are able to see an Inspired as blazing wheels, but it takes a painter with particularly strong spiritual abilities to be able to paint Inspired's long, curving, snakelike body.

Though they appear to have high honor as God's only trusted divine war tanks, they do little more than ravage the battlefield in a berserk state, swallowing up the enemies of Paradiso.



Demons

PAIN

DRIVER OF AGONY

A powerful tank that would trample angels with bloodstained iron wheels and drag them into a world of nightmares during wars with Paradiso. According to Vigrid legend, Pain's wheels were used for torture, until becoming sentient themselves and reincarnating in Inferno.

Similar to how those of strong faith are said to have rare encounters with angels, humans harboring strong feelings of doubt are more susceptible to finding themselves face-to-face with a demon.

Like his name, Pain is said to feed on the subconscious feelings of injury and hurt in one's soul and will appear anywhere people misguidedly attack each other in an effort to obscure their own sense of loss and loneliness.

HIDEOUS

CRAVER OF HATRED

A clan of demons who infest the Malebolge caves of Inferno. They constantly scuttle in groups, searching for unfortunate prey who have lost their way. Hideous often appear in groups in the human world as well, but display no cooperation in movement. For them, there is only scrambling for prey in a mad dash.

Yet, Hideous possess a very strong intelligence, able to forge various weapons and rarely challenging enemies that appear in larger numbers than their own.

If one is sighted by this merciless demon, overpowering it is the only option. Only a few are capable of this—namely the Lumen Sages who controlled the power of light and the Umbra Witches who controlled the power of darkness.

HATRED

HOLDER OF ENMITY

A Hideous that has been forced into starvation and has resorted to devouring its siblings to survive.

Wielding enough power to stand alone in a fight, Hatred's anger and unspeakable rage still claim complete control of the Hideous around him, who tremble in his presence.

FURY

GATHERER OF RANCOR

A demonic bird that gathers in Inferno's Johnson Forest. It possesses the wings of a bat, head of a dragon, and tail of a snake. It visits the bedrooms of hysteric humans nightly, caws in their ears until they weaken and die, then devours their flesh.

There are some who have tried to escape from its curse, but its terrifying cyclops gaze ensnares its target as if it were petrified.

GREED

CONFUSER OF ELEMENTS

An abnormal creature possessing three necks, six legs, and nine stomachs.

Though they are constantly hungry, they are unable to shed the waste left behind from their constant gluttony. Those who are devoured by Greed and are destined to be trapped for eternity, forever cut off from the cycle from death and rebirth.

At times he was tasked as the gatekeeper of hell, denying entrance to unwanted visitors, yet no victim can ever satiate his endless appetite. Previous "owners" still remain trapped inside his stomachs, waiting for the day of his defeat.

PRIDE

ENVELOPER OF FLAME

A fallen angel from Paradiso who once served God as a blazing chariot.

Bearing the name Pride, those who summon him trade their ears and eyes for power and pleasure.

However those who call him forth must be careful with this power: he controls his reins, not the one who summoned him. And once the flames of the chariot have been ignited, they cannot be extinguished. Not even by Pride himself.

MALICIOUS

GAZER OF DEATH

A master occultist of Inferno who is the embodiment of malice. Stealing various names from different creatures in hell, Malicious is just one name by which he is known.

Inexperienced witches will unwittingly summon Malicious and be tricked into forming a contract with him before knowing his true identity or appearance.

No matter how kind or courteous Malicious may act, he is not to be trusted under any circumstances. He is a shaman of hell who finds his greatest delight in deceiving and betraying others, trapping them in regret and hopelessness.

RESENTMENT

SWINDLER OF PROGRESS

It is said that a curse is cast upon the families of those who die an unnatural death while bearing feelings of hatred and ill will.

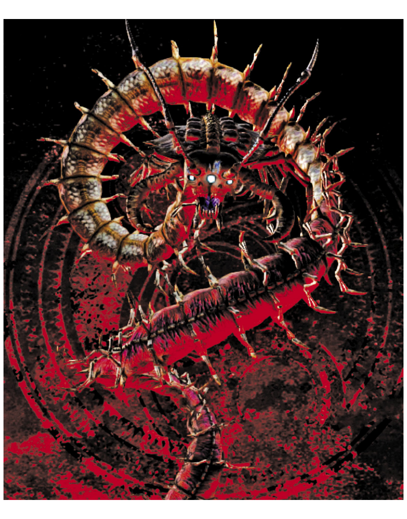
Resentment, born from the sludge of Inferno, is an exact manifestation of those bitter, repressed emotions inside humanity.

Once it has chosen a victim, it will follow them forever, no matter the distance, until it can tie them down and make them feel the weight of the pains of hell. Its tenacity is far beyond that of the other demons of Inferno, and Resentment is said to have the ability to open the Gates of Hell through sheer willpower.

Witnessing this demon gives testimony to the truly unthinkable power of grudges humans find fit to hold in their hearts and never release.

SCOLOPENDRA

ERADICATOR OF PARADISE



A vile centipede hailing from Frejentonta, a river of boiling blood in the depths of Inferno, rumors speak of its body exceeding ten kilometers in length.

Moving unlike anything its size, its deftness allows it to wrap around and constrict its prey in the blink of an eye.

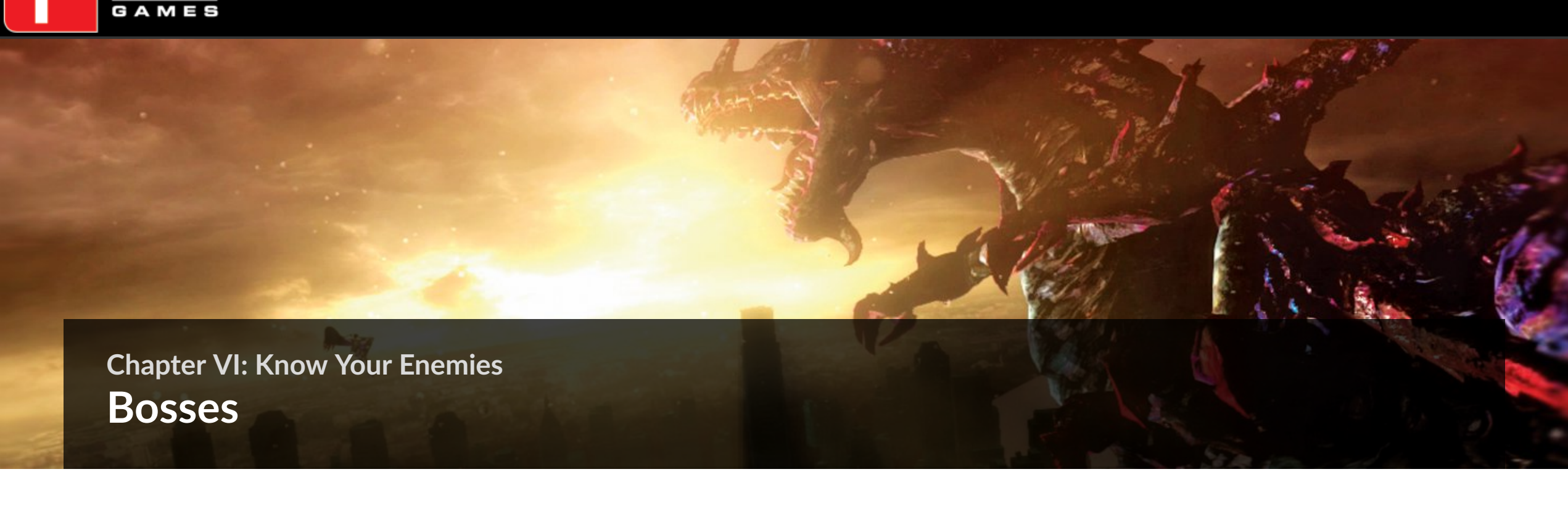
SLOTH

EMBRACER OF EXTREMES

A demon who lies in wait for pious believers to be granted entrance to Paradiso so he can slice them apart and cast them to Inferno during their ascension.

The six swords sheathed in his back represent gluttony, profanity, doubt, idiocy, rage, and arrogance. Each blade awakens feelings in victims of its respective sin when cut.

At first, those who witness Sloth are filled with joy to reaffirm the truth in their religion. In the next moment, they are filled with sadness as they are tossed to the darkness of hell. Not only concerned with humans, Sloths have been responsible for countless fallen angels.



Chapter VI: Know Your Enemies

Bosses

GLAMOR

FIRST SPHERE SERAPHIM

Glamor, as a First Sphere Seraph, rests at the highest rank in the angelic hierarchy. Seraphim are the closest beings to God in existence and cannot be seen by humans in the physical world under any circumstances.

Yet, since the dawn of history, there have been discoveries of statues depicting a six-winged snake traversing the heavens. Most likely these have some connection with The Book of Revelation, written by a Lumen Sage and found in the scriptures of Ithavoll.

Of course, this means there must have been a sage capable of connecting to Paradiso and conversing with Glamor through spiritual means.

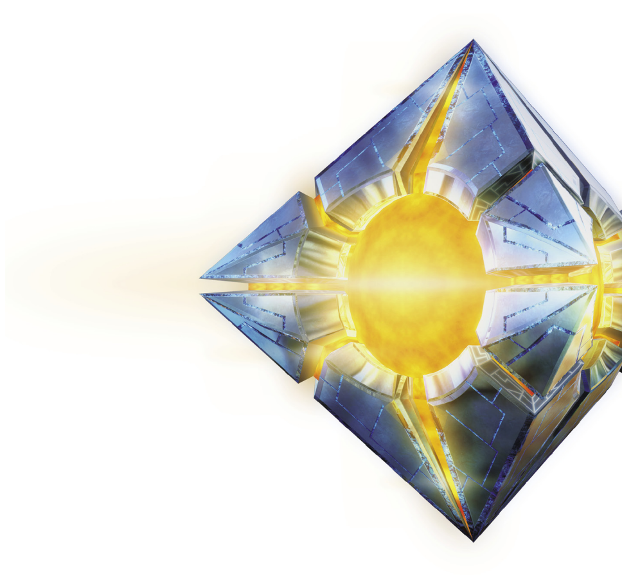
VALOR

FIRST SPHERE CHERUBIM

As his name would imply, Valor is a warrior that regards bravery in the highest degree. Taking the form of a shield, he stands with Valiance at the front lines of Paradiso's wars against Inferno.

It is said that when the people are in need, a warrior clad in solid gold armor will appear to rescue them, carrying a sword and shield of incredible power. While fending off incoming evils with the shield, the warrior will eliminate its enemy with a single blow of its sword, claiming victory for those with a strong-held faith.

GOLEM



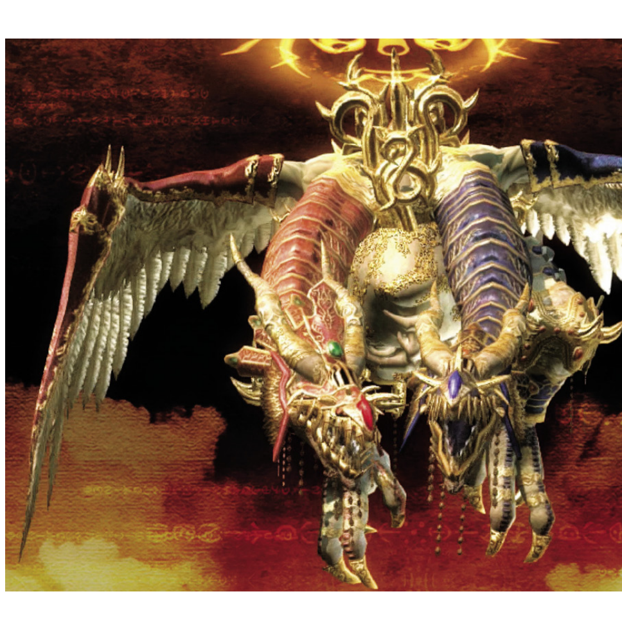
A biological weapon made by the God of Chaos as a means of protecting his city.

It is able to freely shapeshift into countless biological creatures, accessing their signatures and morphing its liquid metal body into their form. Upon encountering an invader, Golem immediately analyzes their threat level and switches to their most appropriate battle form for their disposal.

With the God of Chaos presently absent, it is still said to lie dormant, ready to obliterate those who would carelessly enter Aesir's realm.

FORTITUDO

AUDITIO

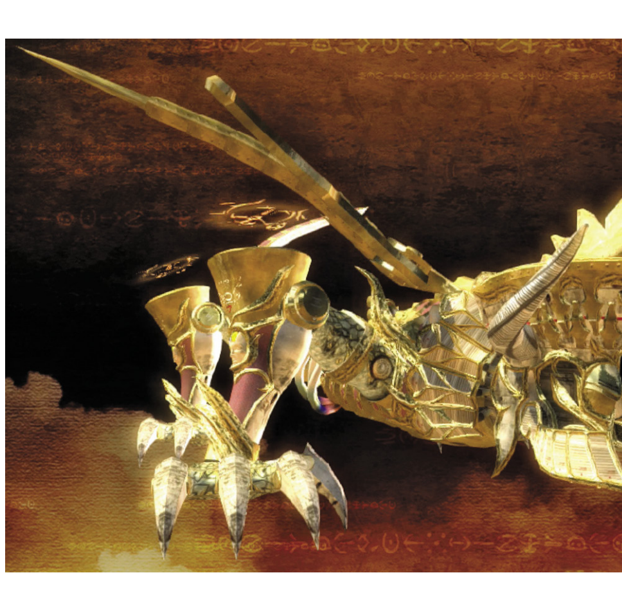


Among the spiritually powerful of the Middle Ages, it was thought Paradiso held for all a Divine Will, and as a result, they developed heavenly logic. The concept of the "Cardinal Virtues" was born of this logic, and classifies Paradiso's Divine Will into four broad groups.

These Cardinal Virtues occasionally become physical manifestations of the great intentions of Paradiso, and are known as the Laguna, inspiring awe in the masses. Personifying courage and fortitude, Fortitudo has been depicted as a terrifying being sporting an enormous face and two dragon's heads. He is said to be capable of summoning magma flows at will.

SAPIENTIA

AUDITIO



Artists have often depicted the Cardinal Virtue of Prudence, Sapientia, as a marine animal roaming the depths of the sea. This is likely due to the human disposition to characterize the sea as the source of all life, a veritable fountain of prudence and wisdom.

It is also thought that Sapientia is responsible for the rise and fall of the tides, and natural phenomena such as tsunamis. The grand idea that the living seas could be nothing other than Divine Will at work is actually evidence of Sapientia's narcissism, even among the other Cardinal Virtues.

When a man born as a slave led his people to freedom from ruling oppression, it is said that it was only Sapientia's favor that parted the seas and allowed for their escape.

WORSHIP

SECOND SPHERE POWERS

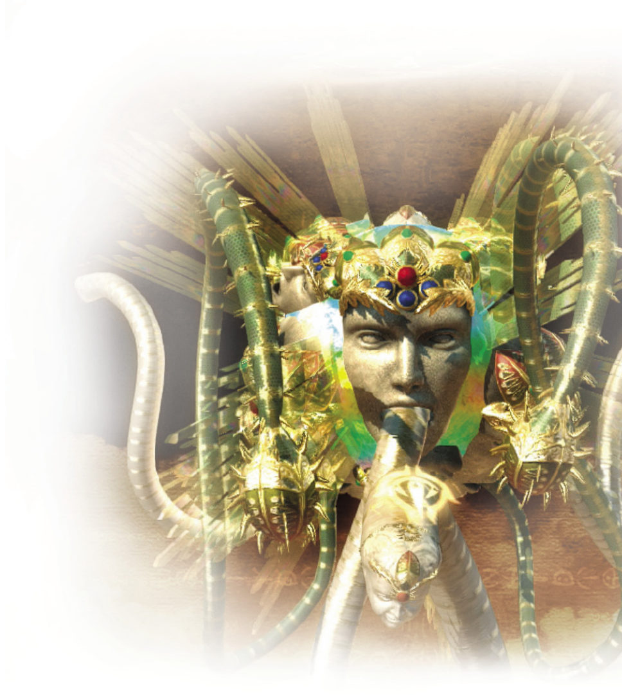
Ranked sixth in the angelic hierarchy, Worship is a Second Sphere Power with the body of a giant warship.

In contrast to Kinship, a Power used for transporting angelic armies across the battlefield, Worship uses the divine power of God to decimate his enemies. Worship's entrance into the fray is a sign that the battle is reaching its climax.

Past followers of Laguna believed to sacrifice their souls and become part of the ship was to receive the highest form of bliss.

IUSTITIA

AUDITIO



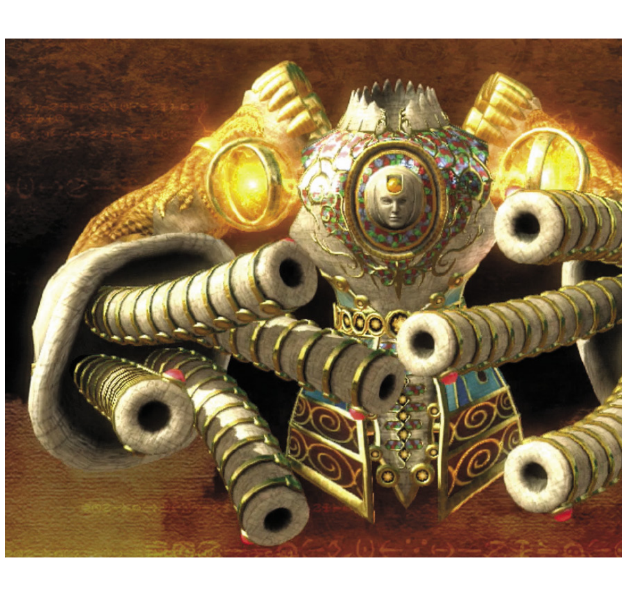
Within Paradiso's Divine Will, also known as the Cardinal Virtues, Iustitia, or Justice, is known to take a particularly strange physical manifestation. A large mass covered with numerous faces, and extending outward via countless tentacles, Iustitia could easily pass for a demon.

This may be due to the fact that those depicting the angel are filled beyond comprehension with awe at the sheer difficulty of encouraging justice in the world. Among Paradiso's Divine Will, there are those who believe that Iustitia is the closest of the Cardinal Virtues to hell.

Justice is said to be based upon rules established by man, to be followed by man, and changing one's viewpoint can lead to a change in what is evil. This uncertainty may be a manifestation of the existing folklore and depictions of Iustitia.

TEMPERANTIA

AUDITIO

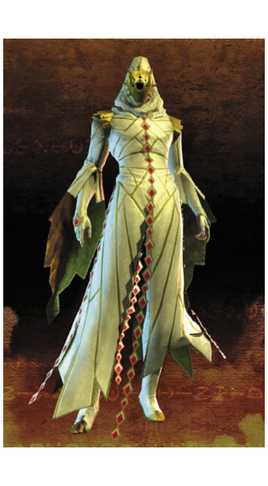


Temperantia, the true embodiment of the Cardinal Virtue of Temperance, is often illustrated as an epic giant. Its body rising like a castle, Temperantia possesses two treelike arms—a composed figure said to illustrate the total reverence in which the Laguna are held by the faithful.

When the true power of the virtue of Temperance is laid upon our world, it is said to come as a tornado, capable of swallowing an entire country. Humans are helpless to guess at the impetus behind Divine Will, whether it be anger or happiness, and are left only with prayers and promises of personal temperance if only the heavens should make the storm subside.

BALDER

LUMEN SAGE



According to the Vigrid Chronicles of Avellaneda, the 500-year struggle between the Umbra and the Lumen ended with the defeat of the last remaining sage at the hands of two Umbra Witches. Yet, as if to mock these records, a masked man appeared before Bayonetta with the power of the heavens and the swiftness of light.

The Lumen had not perished. —*Preface*

The True Vigrid ChroniclesSaavedra

A bright light seeps through the mask's crack. It is a light unlike anything else found on Earth—the light of the Right Eye. Long ago, a tyrannical man was said to have left the Umbra Witches and Lumen Sages to their demise. Legends claim he killed his wife, sabotaged his daughter, and deceived the people, all for the sake of building a new universe with the Eyes of the World. He was said to have achieved an omniscience almost equal to that of a god. How this man came to obtain this ambition remains unknown, yet a glimpse of the truth can be seen in the fragment of history the Prophet revealed to Bayonetta. A young man had been called from the Vigrid of 500 years past to modern day. In his hands he held a weapon ready to strike out at his enemy. His name is Balder.

Later he would be known as the Tyrant Sage. In the Prophet's vision, however, he seems only lost in rage, seeking revenge for the death of his wife, Rosa. —*Chapter 4*

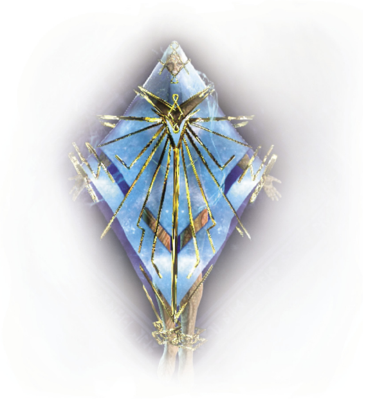
The True Vigrid ChroniclesSaavedra

Balder achieved his revenge. Yet another battle awaited him. An endless battle with the soul of Aesir, trapped inside him until his death.

"My dear, sweet child... Fear not, for I am always watching over you..." —*Epilogue*

The True Vigrid Chronicles Saavedra

PROPHET



Waiting for Bayonetta and Loki at the Gates of Hell was the masked Lumen Sage and a mysterious unknown figure. The unknown presence seemed to have an outline that blurred ever so slightly, as if it were not an actual physical form. Yet from it radiated an ominous aura, so thick one could feel the insides of their body being ripped apart.

Seemingly neither purely physical nor purely spiritual, not angel nor demon, for an instant a hint of confusion flashed across Bayonetta's features as she looked upon this fearsome opponent.

"Umbra Witch, is that the limit of your power? Did you never open your eyes to your true potential?" —*Chapter 3*

The True Vigrid Chronicles Saavedra

LOPTR

Was it reality or all just a dream? Finding herself in the midst of the Great War, 500 years ago, Bayonetta was suddenly attacked by a young boy with the exact appearance of Loki.

After the symbol of their clan, the clock tower, was destroyed, the Umbra began to scatter, routed by their enemy. Demons and angels filled the sky, warring with each other in a violent swirl of chaos.

Bayonetta knew where these events would lead. She was now faced with a momentous choice: would she change the course of history?

However, the possibility that it was all a trap was never far from her mind.
She had traveled from the past to the future, and then back again—the second time in her life she was made to leap through the dimensions of time and space.

The boy's mouth slowly contorted into a grin. His smile... how he stood there looking at Bayonetta... made his intent clear.

"I shall take back the power which belongs to me. The power of the Eyes of the World. You shall not interfere." —*Chapter 5*

The True Vigrid Chronicles Saavedra

AESIR

GOD OF CHAOS

Light, darkness, and chaos.

When the three worlds were divided at the dawn of time, Aesir was chosen to rule the World of Chaos. Possessing the power of the "Overseer," he existed in a dimension different from our own, watching the infinite possibilities that layered to form history from a viewpoint surpassing that of time and space.

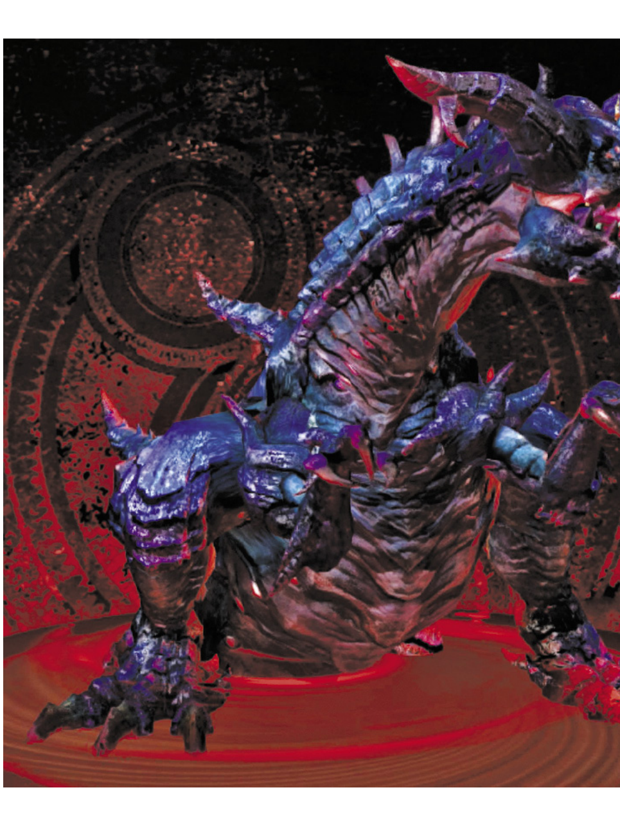
His name, Aesir, is said to signify God in meaning, yet it has no connection to faith, morals, or religious teaching. Aesir is simply a supernatural being that could not be categorized by mankind any other way. If the legends passed down in Noatun contain any truth, it was mankind itself who divided the God of Chaos into his two personalities: Loptr and Loki.

Aesir bestowed upon humans free will by giving them the "Eyes of the World." This, however, also gave birth to the ideas of triumph and defeat, truth and falsehood. People awakened to feelings of hate, betrayal, jealousy, and humiliation. The power of free will sparked an unstoppable surge throughout humanity that eventually led Aesir himself to wish to reclaim the power he had originally relinquished.

For someone who can travel through time and space, to take back the powers of the Overseer is to control the fate of the entire world across all time. Yet, humanity's choices had sown the seeds of evil within Aesir. Whatever course of action Aesir may take can only be retribution for humanity's sin...

GOMORRAH

DEVOURER OF THE DIVINE



A monstrous creature hailing from the demonic wood, Johnson Forest. Taking the form of a dragon, it is incredibly fierce, identifying all that moves as game and devouring its prey. Territorial, is it most likely to be found alone.

INSIDIOUS

CONSUMER OF ALL

A hellish ark that, while seemingly leading sinners to the Garden of Eternal Pleasures at the end of the world, was in actuality abducting them to compete in a massive bloodbath.

The souls who boarded Insidious were led nowhere. Surrounded by the stench of death and rotten flesh, they massacred each other, struggling over whatever morsels of food they came across.

With a unique organ in his body that converts death into demonic energy,
Insidious always carries a tremendous amount of power. A myriad of hell's creatures live within his gut, making him useful as an assault ship during wars with Paradiso.

If swallowed by Insidious, the only way to escape is to stand atop a tower of corpses and wait for him to open his jaw when he engages with his next feeding. However, those who take pleasure in killing may find their true Garden of Eternal Pleasure within this demon's bowels.

PHANTASMARANEAE

TWISTER OF FLAME

Phantasmaraneae nests upon a sea of magma, deep within the furthest reaches of Inferno. Rarely seen upon the face of the Earth, even sightings of the demon in hell are a seldom event, leading to its name, which means phantom spider.

While having the frightening appearance of a spider, it is a curious beast, and should one have the good fortune to encounter the Phantasmaraneae, one should treat it with care and respect, in hope of receiving rare treasures and secrets in return.

The Phantasmaraneae are growing increasingly violent, perhaps due to recent occurrences of unnatural phenomena in the human world. Sightings of the creatures outside their molten lairs may be related to this change in behavior. Anyone who encounters one is advised to take caution: Phantasmaraneae can spit magma from their stomachs capable of incinerating victims within seconds.

ALRAUNE

WHISPERER OF DEMENTIA

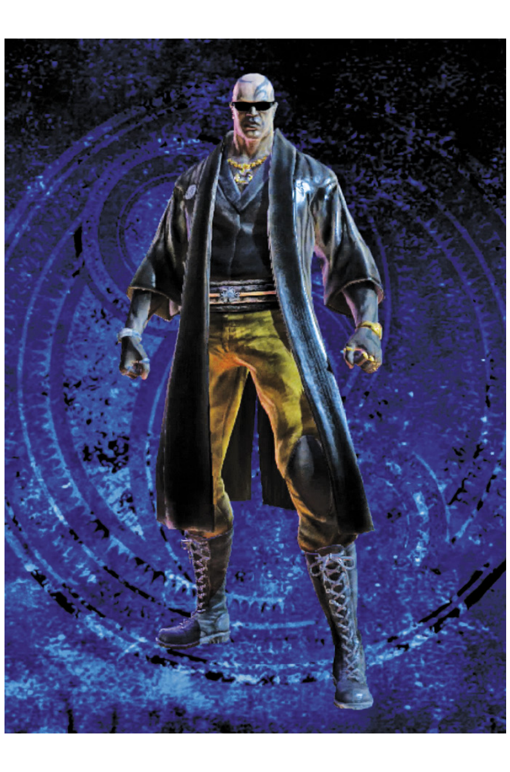
A woman who doused herself in mandrake poison and took her own life as a means of getting revenge on the husband who left her. The poison continued through her skin and devoured her soul. Consumed by delusions and hallucinations she was at last reincarnated in Inferno.

Myth places her as the young daughter of a noble estate, but none of her past visage can be determined from her current demon form. She searches the bottom of hell for the most exquisite souls, then injects poison into their nerves to make them eternal "lovers" at her palace.

Insatiable desire and obsession have painted her heart so thickly that she will never know peace. Not even with the sacrifices of a thousand souls, or a million...

RODIN

THE INFINITE ONE

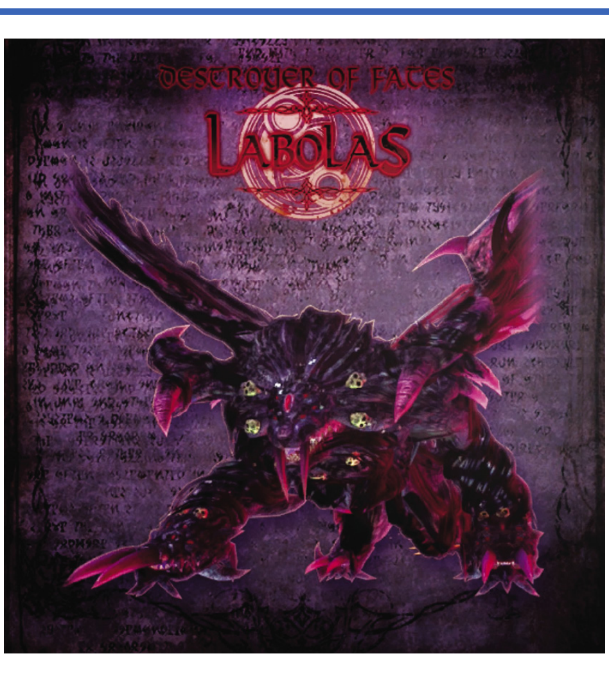


An immortal man feared as the most dangerous demon in the entire barren wasteland of Inferno. Freely traveling between the human world and Inferno, it is nearly impossible to guess his location at any given time. His sudden visits to Inferno are said to be hunting its most savage, ruthless demons and taking their souls.

It is rumored that he was once a resident of Paradiso with the power of creation, but witnessing his acts in Inferno, most would think him more suited for destruction. Though his principle purpose for collecting the souls of Inferno's denizens is to use them in making his weapons, he himself is almost never seen sporting anything other than his bare fists: true testament to their unbridled power.

As the famed weaponsmith of Inferno, he destroys to create, then creates to destroy. His true objective is still a mystery, though perhaps he is waiting for someone to appear who will finally have the power to undo him.

"Damn, been a long time since I had a workout like that. You come back soon, dig? I'll be here... Waiting. Again."



The following characters are also available to fight in Tag Climax: Rosa, Bayonetta, Jeanne, and Labolas the Infernal Demon.